PRIMA®

Official Game Guide

KBG GUIDES

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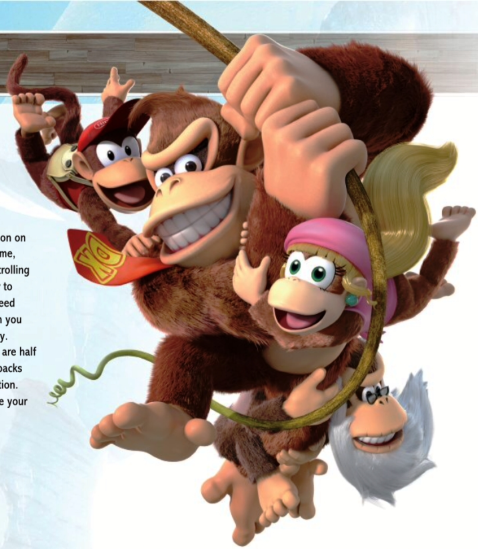
HOW TO PLAY



This chapter contains information on the basics of starting a new game, saving your progress, and controlling your characters. If you are new to Donkey Kong Country or just need to brush up on the basics, then you should read this chapter closely. Whether you are a beginner or are half primate yourself, this chapter packs in a plethora of useful information. The tips and tricks should make your adventure far less taxing.

SAVE DATA MANAGEMENT

CREATING A FILE

One of the first actions you can take in the game is selecting your save file, with three slots to choose from. You also have the option to erase an existing file, or if you are so inclined, you can copy an existing file into a second slot for double the bragging points.

CAUTION

Be Mindful!

If you decide to erase a previous file or copy over an existing file, that old file will be gone—*forever*! So be careful not to erase the save data of your siblings, roommates, friends, or spouse!

SAVING YOUR ADVENTURE

After you create your game file, the game will autosave from then on. There is no need to worry about remembering to save on your own, which is a great feature for those with the attention span of a gnat. These saves occur after a level has been completed, as well as after items have been purchased from Funky Kong. The autosave icon is a spinning DK Barrel, so you know exactly when the save is taking place.

UNDERSTANDING GAME SCREENS

DISPLAYING THE GAME

This ***Donkey Kong*** adventure supports game display on either the television set or the GamePad. Obviously the television is the preferred screen; however the GamePad is very convenient for those times when someone else in the house is screaming to use the television. You can easily change the display during gameplay by accessing the Display menu option from the Pause menu, then switching it to viewing from the GamePad on the fly.

MODE SELECT SCREEN

Before starting a new game, you can select which mode you would like to proceed with. From here you can select to go it alone in single-player mode or bring along your partner in crime via multiplayer mode by pressing Ⓐ on the second player's controller. This screen will also reflect the controller type you have chosen.

CHARACTER SELECT SCREEN

While the first player will always play as Donkey Kong, the second player can choose between Diddy, Dixie, or Cranky as support. Each character has his or her own strengths and weaknesses, which work well separately or piggy-backing into a dangerous duo.

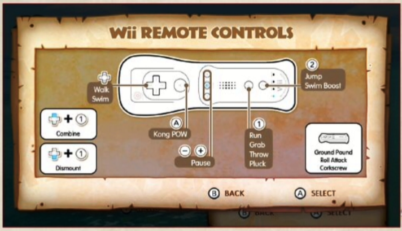
CONTROLLERS

Donkey Kong Country Tropical Freeze implements several different control schemes via three separate controllers. The type of controller you use does not affect gameplay whatsoever, and in the end will not change the way you control the characters. All controls given in this guide use the default Wii U GamePad control scheme.

Wii U GAMEPAD

Wii REMOTE AND NUNCHUK

Wii U PRO CONTROLLER



ADVANCED CHARACTER CONTROLS

BARREL ROLL JUMP

This is an effective way to cover serious distance and make it to platforms that are generally too far to reach with a normal jump. Press Ⓧ or Ⓨ to roll, then quickly press Ⓐ or Ⓑ in the direction you wish to go to leap to your destination.

TIP

When performing this off of a ledge, remember that there is a slight distance buffer that can be used to your advantage if this is done correctly. Time your jump at the end of your roll over a ledge so that you're off the ledge and *then* hit jump while in midair. You will cover much more ground.

CORKSCREW

While underwater, you can press Ⓧ or Ⓨ to do a corkscrew move that gives a spin boost, which can also hurt most underwater enemies.

TIP

If you time this right, you can boost through underwater levels by pressing Ⓧ after each Corkscrew, which will create a continuous chain of Corkscrews.

TRIPLE-BOP COMBO

A great way, or sometimes the only way, to get to the next platform is by hopping on consecutive enemies' heads. To perform the move be sure to press and hold Ⓐ or Ⓑ before making contact with an enemy to gain a hop boost.

TIP

Be sure to press and hold Ⓐ or Ⓑ after every bop to gain the hop boost.

BUDDY ABILITIES

BARREL JET

While on DK's back, Diddy can use his patented jetpack to allow the duo to hover for a short distance. This is a move for DK and Diddy as a way to cover long distances to get to an out-of-reach platform.

TIP

Combine this with a Barrel Roll Jump in the beginning to cover much longer distances.

CANE BOUNCE

When DK is accompanied by Cranky Kong, the elderly Kong will use his cane as a pogo stick, which can be useful for accessing tall platforms and defeating enemies. This ability allows you traverse spiked floors without receiving damage.

CANE SWIPE

This is a great defensive weapon against underwater enemies. Swim next to an enemy with DK, then with Cranky on his back you will have the ability to smack incoming enemies over the head, like he did to Donkey Kong so many times in the past.

HELICOPTER SPIN

This can be used with DK and Dixie as a very useful maneuver to reach higher or out-of-reach platforms. Dixie will spin her hair like a helicopter propeller, which boosts the two characters up into the air to reach tall platforms.

JET BLAST

Diddy can perform a similar move similar the Barrel Jet underwater. This move fires the jets on Diddy's jetpack, propelling the two characters forward as a speed boost.

KONG POW

This can only be used when Donkey Kong has a supporting character and the Kong POW meter is completely full. Once this occurs, press L or R to perform the special ability. Donkey Kong and his partner can turn all enemies on the screen into items. When DK is paired with Dixie a Kong POW turns enemies into yellow hearts, while Cranky turns them into banana coins and Diddy will turn them into Red Balloons.

KONG ROLL

The Kong Roll can only be performed by Donkey Kong while he is accompanied by a supporting character. Donkey Kong rolls like a barrel while the supporting character runs atop his rolling body. This attack can take out several enemies in a row.

PONYTAIL PROPELLER

The Ponytail Propeller is an incredible useful ability underwater, and at times it is the ***only*** way to reach certain areas in a level. Dixie will use her hair as a propeller as a speed boost, and this is the only move powerful enough to pass through strong currents.

GAME MODES

SINGLE-PLAYER MODE

In the solo campaign you play as Donkey Kong, plowing through tons of engaging levels, fighting fiercely large bosses, and collecting items. You alone must retrieve mountains of bananas, while legions of baddies and indigenous enemies roam the islands. Luckily for you, you can obtain assistance from your three friends and several different powerups.

MULTIPLAYER MODE

Select this mode to play with a friend, sibling, or spouse as one of Donkey Kong's three fellow adventurers. The first player must be Donkey Kong, but the second player can be either Diddy, Dixie, or Cranky Kong as a supporting character. The two players can play disconnected while grabbing separate items or waylaying bad guys, or they can piggyback and unleash some pretty powerful moves.

TIME ATTACK MODE

It's time to beat that best time by rolling, swinging, and launching yourself to the finish line. This mode is not for the faint of heart. Getting all gold medals for every level is a feat in itself, so if you find yourself wanting to break boards on your own face, remember that there ***is*** a way! There is ***always*** a way.

HARD MODE

Hard Mode is unlocked by completing all three levels on the secret seventh island. This mode lives up to its name by making several changes to how you can play: It's single-player only, you have just one hit of health, and using items is not allowed. However, the highlight of Hard Mode is your new ability to go it alone as one of the other Kongs—they can normally be played only in multiplayer! This mode also features blue KONG Letters, which are fortunately in the exact same places as the red letters.

LEVEL PROGRESSION

STAGE TYPES

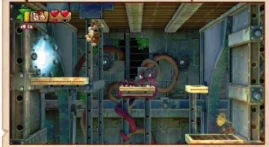
Each island represents a theme with different level types. Learning each terrain type masterfully will help you along through the dreaded temple levels, where things really get interesting.

STANDARD LEVEL

You must complete these to progress through the game to each island's boss battle.

HOW TO PLAY

ALTERNATIVE PATHS AND SECRET EXITS



Now, don't go breezing through each level. Some stages have one or even two hidden pathways that lead to alternative routes. It takes a keen eye to spot some, while to access others you need a specific supporting character. To fully complete each island, it is imperative that you find and unlock each one of these.

BONUS ROOMS

These rooms can be well hidden by trap-door platforms and breakable shield walls or accessed by bonus barrels. Once they're accessed you must gain every banana before the time runs out, which will allow you to gain the hidden Puzzle Piece that becomes the prize in each one of these rooms. Falling off the platforms will also forfeit the prize, ensuring that you will need to replay the level over again. In order to complete the game 100 percent, every hidden bonus room must be found and the Puzzle Pieces acquired.

TEMPLE STAGES

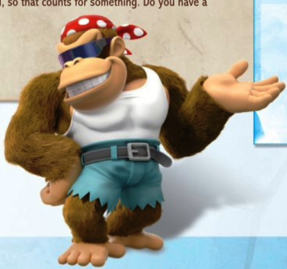
By and away, the temple stages are the most challenging levels in the game. However, the relic you gain on completion will help you fully access all the challenges available. The only way to access these incredibly challenging temple stages is to find every KONG Letter in the respective Islands. If you complete every temple stage and receive the relic, then the final island will become available to you. Each island's temple level is different and furiously frustrating in its own way. The one consistent characteristic of these levels is the precise timing you must develop in order to even make it through to the end. They do not have checkpoints, and rarely do they give you a character for support. Either use purchased items or true grit to overcome these trials.

BOSS BATTLES

The boss battle. The true test of the skills you have gathered up to this point. There are no silly hidden Puzzle Pieces or KONG Letters here. Everything rides on this fight, and after the torture you may have endured to get to this point, you will need all your wits about you. Each boss has its own strengths and weaknesses, and some are frighteningly gigantic.

FUNKY SHOPS

Everyone gets bested at some point. It's all right to come to that realization. It takes a big, big man/woman to admit when you have had enough. Funky Kong has what you need, from extra hearts for a bigger damage buffer to crazy birds that live to help you find Puzzle Pieces. The prices are humble and the selection is vast. Just don't come to Funky for emotional stimulation, because he is not exactly an intellectual heavy-weight. But he does have a surfboard, so that counts for something. Do you have a surfboard? I didn't think so...



FUNKY INVENTORY

A full description of each inventory item from Funky Kong's shop is in the "Important Items and Objects" chapter of this guide.

- Banana Juice
- Blue Balloon
- Cranky Kong Barrel
- Crash Guard
- Diddy Kong Barrel
- Dixie Kong Barrel
- Green Balloon
- Heart Boost
- Red Balloon
- Squawks
- Toy Machine Capsules

ALLIES

Your allies are the characters in the game that are either playable or will be interacted with in some way during your journey through Donkey Kong Country. While some may be laid-back and easy-going beach bums, others are high-strung and tough but supportive characters. However, as in every adventure with the Kongs, you decide who your favorite primate is.

DONKEY KONG

The alpha male in the animal kingdom is none other than Donkey Kong himself. This giant brute is stronger than most any opponent you come across and will not waver in the presence of any enemy. While he may not be an intellectual heavyweight, this primate is strong, loyal, and loves bananas more than anyone you have ever met. His controls are a bit sluggish, but his power is unparalleled. Just Ground Pound and hop on top of just about anyone's head to create the most pleasant concussion.

DIDDY KONG

Donkey Kong's most trusted and best friend throughout the country, Diddy has had DK's back since their duo was conceptualized. Diddy has been along on just about every adventure and is a very dependable, supportive character. While he may lack the brute strength that DK shows, he more than makes up for with his ingenuity and mechanical prowess, as well as his tight controls and fast movements. This little guy sports a jetpack and dual Peanut Popguns as well. Did I mention he has a jetpack? That has to account for something.

DIXIE KONG

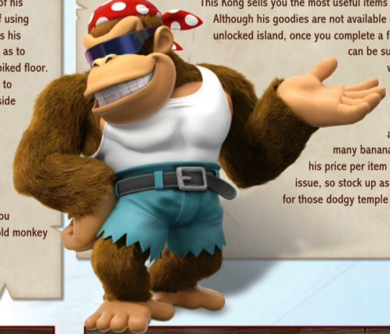
Do not judge this Kong by the blonde hair or pink clothes. This character exudes girl power with every wave of those golden locks. While Dixie was a latecomer in the series, she has been in every adventure other than the first Donkey Kong Country, and there is a reason for that. Like Diddy, Dixie has tight controls and makes getting to that area just out of reach easy. She uses her hair as a propeller, adding an extra few feet to DK's jump in order to get that Puzzle Piece or bananas that are too high for any other character to grasp. This female also packs heat in the form of a Gumball Popgun, so don't take any lip from those men in your troop.

CRANKY KONG

Introducing Cranky Kong as a playable character was a great decision, which will become apparent when you use this crotchety old coot. In the past, Cranky has seemed withered and frail, as he shouted negative criticism from the safety of his rocking chair. Surprisingly, there is some fight in this old boy still. Instead of using his words, Cranky lets his fists—or cane, rather—do the talking. Cranky uses his cane as a pogo stick, allowing him and DK to reach platforms up high as well as to obtain items along a spiked floor. Cranky uses his cane to whack enemies upside the head and can shoot his dentures with his—you guessed it—Denture Popgun to stun opponents. And you thought you couldn't teach an old monkey new tricks.

FUNKY KONG

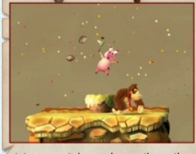
Radical! Tubular! Excellent! Bodacious! Anyone else remember those good ol' sayings from the 1980s? Well, all are sure to be in Funky's repertoire of sayings. This Kong sells you the most useful items in the country. Although his goodies are not available on a newly unlocked island, once you complete a few levels, you can be sure he and his white plane of commerce will arrive in no time. If you are frugal, and you hoard as many banana coins as possible, his price per item should not be an issue, so stock up as much as you can for those dodgy temple levels!



RAMBI THE RHINOCEROS

When the going gets tough, the tough grow horns and thick leathery skin, while simultaneously turning into the fastest and strongest ally in the game! Rambi is everyone's favorite rhinoceros and has been since the beginning of Donkey Kong Country. This powerful mammal will plow through just about any obstacle, including spikes, and outrun anything you can encounter. Relief comes in the form of a Rambi box, so once you see one, break it free and keep Rambi from harm. You don't want to go through a rhino level without Rambi.

PROFESSOR CHOPS



This somewhat husky pig makes a return visit from the previous title as the checkpoint guide and instruction guru. In the beginning and throughout some later levels, Professor Chops will explain and reiterate control maneuvers from basic to complicated. Be sure to heed his advice, as it may be the only way through to the next section of the level. This guy will also grant you checkpoint status once, twice, and, sometimes, three times in a level. Once he waves his flag as you pass, you will return to this point if misfortune occurs and you are defeated.

MECHANICAL ALLIES

These next few helpers may not have a pulse, but it's imperative to master them in order to complete many levels along your path to victory and that gigantic banana horde. The controls may take some trial and error, but you will become a professional in no time.

MINE CART

The Mine Cart for some might spell dread, while in others it might scream excitement! This time around, the Mine Cart levels are challenging but unfold in a cinematic and eye-popping animated production. The controls are the same as before: Ⓐ jumps the Cart, but you can also use the Circle Pad to hop to other tracks when prompted. The Mine Cart has always tested a player's ability to react in a second's notice, and this time around it is no different. Try and try again until you *become* the Mine Cart!

ROCKET BARREL

The finesse and subtlety of the Rocket Barrel can only be understood by experiencing it in game. This mode of transportation may not move at great speeds, but that is not what it is about. It's about the subtle tap of the button to avoid an obstacle, knowing the barrel's propulsion limits as you let the Rocket Barrel slip between two enemies with ease. This barrel is unlike any other; when you have truly made this an extension of your own fingers, only then will you be able to call yourself a barrel master. Now all you have to do is collect all of those Puzzle Pieces...

LOG CANOE

A Mine Cart level will transition seamlessly into DK riding atop a hollowed out log instead. This log floats on water, and it can take a few tries to get the handling down, especially since, when you jump the log, it lands and dives below the surface of the water. This allows you to avoid danger and collect items in the process. Accurate timing is essential while enjoying the log ride, so be sure to time those jumps correctly.

This section will cover every enemy throughout the game, both those that live on the islands and those who are part of the main invading army of ice-dwelling ruffians. All enemies, large and small, including bosses, will be explained in this section.

DOMESTIC ENEMIES

This section covers the enemies that live on the islands. For those that are part of the invading army of ice-dwelling ruffians, see the section "The Snowmads." See "Boss Fights" for brief descriptions of each island's ultimate foe.

BLUE FINLEY

These blue fish are the weaker of the underwater enemies. They swim in a set path in hopes of catching you off guard, but a well-timed Corkscrew maneuver will knock one out of the fight.

BOUNCELISK

These enemies mainly serve to bounce Donkey Kong and company to a higher platform with that bulbous ball, so instead of trying to fight a Bouncelisk, look upward for a nice place to land. It may hide some interesting stuff.

BUCKY

The cater-pillar with the goofy grin may seem harmless, but watch out for the toxic fumes that Bucky releases as it walks. Touching it will cost you a heart and your dignity. The sweet spot is its head, so try to target it, and stay away from its backside.

BUFFALOAFER

This savannah-dwelling beast of pure muscle is fast, incredibly strong, and, worst of all, very persistent. Once this horned beast catches sight of you, it will rest at nothing to stomp you into the earth. An easy method for getting rid of a Buffaloafer is to stand at the edge of a ledge and wait for it to charge. Leap over its huge frame and watch it tumble over the side. Yet another way is to stand by a wall and leap over the animal as it charges head first into it, which knocks it out. This gives you plenty of time to bop it three times on its belly to finish it off.

BUZZY

These plump bumblebees fly slowly but surely in your direction in hopes of making Donkey Kong faint. Unfortunately for the Buzzies, they forgot that a simple bop on the body will drop them like a fly.

CHEESY CHESTER

These enormous rodents are a scampering and scurrying indigenous enemy. Cheesy Chesters look a bit creepy, but an attack of any nature will bring them down with a single blow, so go nuts!

CHOMPASAURUS

As far as the carnivorous plantlife go, the Chompasaurus is by far the most ravenous. They have tremendously long tongues that will grab you and literally chew you up and spit you out. Fortunately, you will take no damage from this if you mash the Ground Pound buttons to punch your way out. You can defeat it by bopping the plant over the head to destroy it before it violates you with its tongue.

DOZY

These flightless birds are a bit dim but will damage you quickly if you aren't aware of your surroundings. A simple Roll Attack or a quick bop over the head is enough to dispatch this bird brain. A Ground Pound attack will stun a Dozy for a short amount of time, making it easy to finish the job with a stronger attack.

FRITZ

Fritz are a huge problem when traveling underwater. These enemies can disappear and reappear in different areas, which makes them difficult to target. To add insult to injury, they also shoot electrified balls in all directions, which can be challenging to dodge. Wait for a whirlpool to appear, which will be the position that the Fritz will appear in, then land a Corkscrew attack on the electric annoyance before it can shoot its projectile.

GORDO

This giant purple fish is tough and will not go down easily like its smaller cousins. It will take three well-placed Corkscrew attacks to bring Gordo down for the count. Be sure to target Gordo head on, because if you Corkscrew into the lower portion of the body, DK may receive damage instead of dealing it.

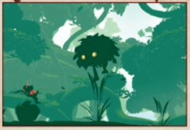
GREEN FINLEY

Green Finleys are like the other Finleys but will also follow your movements. They are only encountered during the fight with Pompy.

JELLYFISH

Jellyfish may take a heart away if you come in contact with them, but they serve a purpose. Under water it can be dark and unforgiving, and many items can hide unseen. These jellyfish will illuminate dark crevasses, so use them to your advantage, then leave them alone and move along.

LARGE MIMIC



The Large Mimics blend in and lie in wait for you to bumble up and get a nice leafy slap to the face. Do not let it have such satisfaction. Creep up on it so that it will give itself away, giving you ample time to inflict your version of jungle justice.

LEMMINGTONS

These spiked wheels are piloted by deranged hamsters, a serious nightmare. They also travel on climbling grass, which can make your climbing progress tense, to say the least. You can try to outrun these insane hamsters, or just pound the grass with Donkey Kong's massive palms to knock out the certifiable hamsters for good.

MAMA SAW

You can't attack these sharks head on, on account of the saw-toothed mouths. Just be patient and wait until they turn their backs on you, then Corkscrew their backsides.

MIMIC

The Mimics are not in many levels, but what they lack in appearances, they make up for in stealth. This Mimic blends in impeccably and can easily catch you with your pants down, if you in fact wear pants. Walk up slowly to a curious-looking Mimic, wait for it to come alive, then perform any attack to take it down.

MONOCLE MONICA

These flying enemies fly up, down, left, and right in short increments. They can be hard to target because of the way that they move, so time their descent correctly and finish them with a nice clean bop to the brain.

PORCUPAL

This is a mixture of hog and porcupine, but with an inferno core. Like the Hot Hootzes, these animals cannot stay aflame forever, so it is wise to dodge or lie in wait for the flames to go out before performing an attack on the Porcupal.

PUFFTUP

Like a normal blowfish, these puffy fish will blow themselves into a big spiky ball of pain, which must be avoided or defeated with Cranky's Cane Swipe. That being said, once they deflate, you are free to beat the Pufftups into submission.

PUNCHY PADDY

Punchy Paddy may look like easy prey, but it is a good idea to be aware of your surroundings before bopping a Punchy Paddy into extinction. These grasshoppers can often be the key to reaching higher platforms that hold some great items. Simply wait until it is about to jump, then leap and bop it in the head to launch upward to the higher area.

RED FINLEY

Like the Blue Finleys, Red Finleys are a staple underwater enemy; however, they are a bit more intelligent and move faster. As with the Blue Finleys, just Corkscrew them into oblivion.

SCHNAUTZEL

Schnautzels are a pain in the keister and demand some quick maneuvers. These big porky pests shoot flames from their nose, which not only breaks all laws of physics but can stop you in your tracks. Make sure you dodge the flame, then perform a triple-bop combo over the head of the large beast.

SEA URCHIN

These urchins can only be destroyed by Cranky's Cane Swipe and are simply there to be a painful obstacle. Sea Urchins move up and down, in a circle, or are carried along a strong current on a path. Time their movements carefully, then Corkscrew past them with ease.

SNAGGLES

Snaggles are by far the most aggressive and damaging forces under the water. They are difficult to swim away from, and it's even more difficult to time an attack to defeat them. Taking Cranky Kong with you is great because he can smack a Snaggles with his cane. Or, taking Dixie Kong allows you to quickly swim away with her Ponytail Propeller.

SOUR DODO

Like the Dozy, these birds need only a simple bop over the head or a Roll Attack to dispatch them. The only real difference is that these birds will charge at you with their beaks flapping. Be sure to dodge their attacks quickly, then go on the offensive with an attack of your own. Sour Dodos can also be stunned by using Ground Pound while standing close to them.

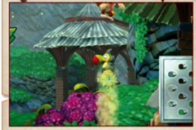
SWOOPER DOOPER

These enemies like to swoop down on you, making it a little tricky to dodge and perform a counterattack. Time the Swooper Dooper's flight patterns masterfully and bop it over the head to permanently change its trajectory.

THUG SLUG

These slow-moving enemies are quite simple to take down, but as always, it takes correct timing as they draw near. Choose between a Roll Attack and a bop to squish Thug Slugs in their place. These enemies can also be stunned by a Ground Pound, but a simple Roll Attack will do just as well.

TOUCAN'T



These crazy birds are flightless; however, they do bounce pretty high on those spiky balls. This enemy needs a simple bop over the head to finish it off, but at the same time, bopping it on the head as it jumps will allow DK to access hidden areas or items too high up to grasp. Use the high jump to your advantage before dispatching the Toucan't to the great beyond.

WILD WENDELL

These bad guys can be seen on land or floating on the surface of the water, making it difficult to time your exit from the water. Try to bop onto the Wild Wendells' shells when they are on water, or perform a Roll Attack when they are walking on land. Once they hide inside from a good bop over the head, the shell can be used as a projectile to fell its buddies or to break through breakable walls to access bonus rooms.

YELLOW SNAGGLES

One of the more relentlessly attacking Snaggles in the sea, the Yellow Snaggles will chase DK around ceaselessly unless you either destroy it, it destroys you, or you simply swim past into the next room. I suggest leaving it to its own devices, collecting whatever you need quickly, and moving on. You will live a lot longer that way.

THE SNOWMADS

The Snowmads hail from the northern lands and have encased Donkey Kong's island in snow and ice. They seek to claim this land for their own.

ARCHY

Archies have very little defense; however, they seem to have an unlimited supply of fish that they like to shoot at you with their bows. The fish can be bopped to reach higher ledges if there are some available. The best way to defeat these archers is to bop along the fish or dodge them altogether, all the while waiting for a gap in between firings so that you can bop them over the head at your leisure.

ARCHY (FIRE)

This version of the Archy, instead of shooting regular fish, shoots fish skeletons engulfed in flames. Pretty terrifying to be sure. Simply leap over the fire-roasted tuna and finish the Archy off with a single Roll Attack.

BIG SPHEN

Big Sphen enjoys playing the horn and taking long walks on the beach. The latter is untrue but the former is quite true. Unfortunately, the horn this penguin uses shoots fish in your direction. It's best to triple-bop combo the musician before he serenades your hearts from you.

BLUE HOOTZ

The Blue Hootz is similar to the Hot Hootz, except with the element of ice. The good part is they do not fire projectiles, but the downside is that they constantly remain covered in ice. The Blue Hootzes can only be attacked with a barrel or other form of thrown object, so unless you have one in your grasp, avoid these flying icicles at all costs.

BOOM BIRD

These may not look like much of a hazard, since they can barely lift the bombs they carry, but be incredibly careful when you attack Boom Birds, since they will drop the bomb as soon as they are attacked, which results in a rather painful explosion.

CHUM CHUCKER CHARLEY

These big boys will launch a plethora of frozen fish in your direction unless you deal with them as best you can. It takes three Roll Attacks or three bops to bring a Chum Chucker Charley down. Don't let their broad forms scare you.

FISH POKER POPS

Like a Waldough, a Fish Poker Pops is a bit tougher to bring down. You cannot bop them over the head, and you cannot Roll Attack them with the spiked puffer fish spear in the way. Notice that when you draw near they raise their spears in the air for an attack. The trick is to get close so that it raises the spear, then Roll Attack the uncovered large belly. Repeat this process three times to get one to fall for good.

FLUFF

These mustachioed, striped-shorts-wearing rabbits are not only unattractive, they can really put a snag in progressing through the levels. Fluffs hop up and down, as rabbits are wont to do. However, a clean bop over the head will fell the beast in a jiff.

HAREY

Revenge against these chilling bunnies is best served up cold. These large fellows really pack a punch. Hareys hop around heavily, and when they hit the ground, they create icicle blast waves that emerge from either side. This makes the approach to defeating it a good swift bop to the melon. The head, that is. That way you dodge the ice blast wave and you can triple-bop it over the head to finish the job.

HAROLD

Apparently the old bearded bunny ate a few too many eclairs and they caught up to the waistline. This might be why Harold is purely in charge of throwing Watermelon Fuse Bombs, and a lot of them. You can either bop one thrice on the head, or use the bombs against it, which will do just as well.

HOOTZ

These basic owl enemies fly in one spot just screaming for a swift bop over the old cranium. Do not get distracted by the owl's impressive handlebar mustache, as it will not hesitate to make you lose a heart or your life. Sometimes these owls are grouped in pairs, trios, or more, so the situation is ripe for a triple-bop combo to either get from one platform to another or to access hidden platforms that are higher in the air.

HOT HOOTZ

The Hot Hootz is by far the most damaging of the owl family. Not only do they periodically shoot fireballs that are impeccably accurate, but they move up and down in one spot, which makes it quite tricky to make it past them. You will have a short window between flame-ups, during which you can bop it over the head for a finishing blow. Just be sure to time it correctly or DK will be the one engulfed in flames.

PAINGUIN TUCKS

The Painguin Tucks can't be beaten by a frontal assault while its spear is in use. The best way to defeat one is to target its backside with a bop or Roll Attack; even simpler, Ground Pound will knock one on its butts for a short time, allowing you to deliver the finishing blow.

PAPA PAINGUIN

This fierce assailant is one of the most annoying and difficult to damage through all those spikes. You will not be able to attack from the front or from above, so the very best way to win this street brawl is to Ground Pound in Papa Painguin's vicinity to knock it on the ground. Once it's stunned, dispatch it with a Roll Attack.

POINTY TUCKS

The slow-moving, waddling Pointy Tucks cannot be attacked from above because of its horned helmet. Ground Pound to stun it, then Roll Attack before it comes to, which will finish it off with ease. Keep in mind that you do not absolutely need to Ground Pound before you Roll Attack—you can roll right through them instantly.

PUFFTON

On a superficial level, these owls have the most amazing looking handlebar mustaches of the game. That being said, the Pufftons can take much more of a beating before going down. It takes three bops over their giant heads; the third bop will produce a banana coin. These owls also can be a great way to bop your way to a higher platform with ease. To use them to your full advantage, bop them three times to gain the items, then on the third bop, bounce yourself to the next platform.

SOARY

The Soaries fly in formations that allow you to bop across them to reach further platforms or progress through a level. Sometimes you need to time a basic bop with a stronger bop by holding Ⓐ or Ⓑ to bop to the next flying penguin. Either way, a little trial and error may be in order.

TUCKS

These little guys are slow moving and have no real armor to speak of, which makes them very easy to defeat. Ground Pound will stun them for a short time, and then they can be knocked out with a bop over the head or a smooth Roll Attack. They sometimes travel in packs, so Roll Attack carefully.

TUFF FLUFF

Similar to the penguins toting helmets, these hares hop around, making them a bit more dodgy to defeat. You can Roll Attack them, but you will lose the ability to throw them at another enemy. So utilize every resource and bop them on the head, then use them to access a bonus room or assault the next Snowmad.

TUFFTON

The Tuffton must have had a custom job to get a helmet to fit over that oversized cranium. Tufftons can only be defeated by Cranky's Cane Bounce since they have a helmet on, but they can be used to reach higher places if you hold Ⓐ or Ⓑ before bopping them on the head.

TUFF TUCKS

The Tuff Tucks is a slightly stronger version of the basic Tucks. The helmet adds some extra defense, and once bopped over the head, this enemy can be picked up and used as a projectile. They can fell other enemies or break open shield walls to give you access the hidden bonus rooms.

WALBRICK

Walbrick is definitely made like a brick. He has protection for his cranium, and a round wooden shield makes it difficult to attack him from the front. The best route is a cheap shot from behind. You may feel a twinge of cowardice when doing so, but take comfort in the fact that you had no other choice.

WALDOUGH

The large walrus is big and beefy, and when you encounter your first Waldough, it is by far the toughest enemy you have come in contact with at that point in the game. It takes three Roll Attacks to defeat these big brutes. You can also bop them over the head three times to fell them for good.

WALNUT

As with the other walruses it takes three strikes to knock a Walnut out. The Walnut's helmet makes things more challenging. The easiest way to defeat this enemy is to Ground Pound to stun it, then Roll Attack its very large back from behind to bring it down to size.

BOSS FIGHTS

This section covers all the boss fights you will encounter along the way to reclaiming the islands from the Snowmads. It does not provide in-depth strategy on how to defeat them, but it gives a quick description of them, including their fighting style, and a quick tutorial on how to systematically destroy each one. For a better description and the full scope of defeating the following beasts, check out the corresponding walkthrough chapters.

ISLAND 1: BIG TOP BOP

You find yourself in a large arena made by the Snowmads, and the first boss they send out is Pompy, the Presumptuous, a giant sea lion sporting a horned helmet. The trend for bosses is that the first one is by far the easiest. That holds true here. You will be fighting on a half pipe, as Pompy slides on his belly back and forth, just begging for you to lay the smack down. Simply bop him on the back every time he passes to inflict damage. After every hit, he will throw fish and sea urchins. Bop the fish to gain items and dodge the urchins. Hit the boss enough and he will become enraged and change color. He will perform a roll move instead of a slide, which must be dodged. Keep this up to take him down quickly.

ISLAND 2: MOUNTAIN TOP TUSSLE

Round two of the Snowmads' big bosses is the father of all owls: Skowl, the Startling. This guy is much tougher than his predecessor and has three noticeable stages. Skowl will throw many things at you, including his own feathers, and one of them is actually what you need to throw back at him. Once he drops eggs with baby owls inside at you, you must bop them, then throw them at the oversized brute. Hit him enough times and you will be pulled into the next round, which is on a windy platform. Continue the process until you get to the third area. It sounds terrible, but continue to throw the babies at the owl and eventually the Snowmad will be down for the count.

ISLAND 3: TRIPLE TROUBLE

Baboons are nothing if not mischievous, and these three stooges are no different. This trio, called Ba-Boom, the Boisterous, starts by swinging around, as baboons are wont to do; however, they twirl large mallets in their hands. Roll out of their way as best as you can to avoid their attacks, and eventually they will swing down low without a mallet. This is the time to Roll Attack them to knock them off their ropes. After that they will do a roll attack, which you must dodge. They knock themselves out, which opens the door for a bop over the buttocks. After one baboon goes down, the remaining two switch to bomb throwing. It goes without saying that the bombs need to be dodged. Use the Watermelon Fuse Bombs to inflict damage to bring the duo down to one. The ghosts of the alpha's fallen bros will help throw bombs, but continue to throw the bombs to stop them from monkeying around.

ISLAND 4: FUGU FACE-OFF

This blowfish may seem harmless by comparison; however, Fugu, the Frightening is by far the most difficult boss to defeat. Having to fight underwater means that your maneuverability is reduced, including the constant need for air bubbles. To add more bad news, the walls of the arena are lined with spiked hermit crab shells. This is upsetting, since the big blowfish will be sucking in water to get larger and to bring you in closer, then blow water out in attempts to smash you into the spiked walls. Bringing Dixie along is wise, as her propeller move makes swimming through the current much easier. Once the blowfish spins himself around, you must target his bare side devoid of spikes. Inflict more damage by Corkscrewing into the round fish he sends out so that the fish bounce back at the boss. This tactic will fully deflate him, allowing you to Corkscrew an extra time. Continue to dodge his attacks, collect the air bubbles and extra hearts when possible, while targeting the spikeless portion of the giant fish. Once you deal enough damage, the big fish will be permanently deflated.

ISLAND 5: PUNCH BOWL

While the previous boss was tactically difficult, this boss fight is straight up savagery, to put it bluntly. You will be facing a freaking polar bear wielding a gigantic spiked hammer, called Bashmaster, the Unbreakable. It's by far the most intense predicament so far. Besides the fight, the animation is the best so far in the game and should be appreciated—especially the animation when the Bashmaster swings and misses, allowing you a brief window to bop him over the head. He then loses his balance, falling backwards into the icy water below. He will then kick ice blocks at you, which may contain hearts, so Ground Pound them to recover the items and be ready for his next assault. Every time he swings his giant hammer, dodge and bop it to continue to bring the pain. He will also drop from the sky to send shockwaves of ice in your direction. When he slides on his butt, hop on the stacked blocks to hop over him. When he is dizzy bop him over the head for added pain. Bashmaster, the Unbreakable will ante up and smack ice blocks at you at great speeds. Continue the onslaught and you will conquer this adrenaline-fueled, hammer-loving polar bear.

ISLAND 6: VOLCANO DOME

It has all come down to this enemy: Lord Fredrik, the Snowmad King. The one who ruined Donkey Kong's birthday and blew out his only candle. The one who stole the Kong's entire island and froze it in solid ice and snow. The beast that invaded the surrounding islands in order to take it as his own. You have defeated everything he has thrown at you up to this point, and it is now just between you and him—and whichever other Kong you intelligently decided to bring along. This final leg of the journey is a tough one and one that seems best to experience off the cuff. You may dislike me for doing this, but spoilers are not needed here, so from here on out you must go it alone. Unless you decide to find the answer in the walkthrough section of this guide. However, isn't victory sweeter when you figure out how to win on your own terms? Although finding the answers is not a bad way to go either. Once you defeat this foul beast and have collected all of the ruin pieces from the temple levels you can access the secret island…but I have already said too much.

IMPORTANT ITEMS AND OBJECTS

There are many types of items in Donkey Kong Country, so without further ado, let's get on with it!

COLLECTIBLE ITEMS

BANANAS

Besides the massive amount of potassium that bananas carry, these yellow beacons of nutrition are the life blood of the Kongs. If you think about it, they are integral the plot of just about every Donkey Kong game ever made! It always seems to start with an enemy provoking DK into a fight by stealing his banana horde, and this game is no different. Bananas are scattered throughout every level in ones, fives, and bunches of ten! Collect 100 of them and gain an extra life, an essential aid to your progress.

BANANA COINS

Banana coins are the currency of the islands in Donkey Kong Country, and collecting them can make your adventure far more manageable. Having the ability to purchase anything from extra heart containers to Squawks (the feathered Puzzle Piece finder) makes it far easier to complete the game. Performing death-defying feats to collect these coins is very much worth it.

HEARTS

Hearts represent how many hits Donkey Kong can take before he fails a level. On Normal mode, Donkey Kong has only two hearts; however, when you break open a Kong Barrel to produce a supportive character, you've doubled your hearts, so things are looking up! To make things even easier, you can buy an extra heart from Funky Kong, which can mean the difference between victory in one try versus twenty tries.

KONG LETTERS

KONG Letters can be maddening to collect. However, unlike Puzzle Pieces, KONG Letters are almost always in plain view. It's getting to them that's the problem. KONG Letters are required to unlock the temple levels on each island, so do anything possible to grab them all.

PUZZLE PIECES

Does your body get all warm and fuzzy inside when you collect a hard-earned Puzzle Piece? Well, if it does, that is a natural feeling, so do not be ashamed. These items can be frustrating to collect, and collecting every one from every level is a feat all in itself. Each level has five, seven, or even nine Puzzle Pieces just waiting to be recovered. If you have trouble, do not be ashamed to call in Squawks to help locate any stragglers.

RELICS

Ah, relics. Those beautiful items are waiting patiently at the end of every insane, hair-pulling, teeth-gritting, pacemaker-stopping, tear-jerking temple level. But, oh, does it feel good to finally collect these small statues. In the end it really doesn't matter how many lives it took you to get to that point—10, 20…50?—or if you're that lucky one who got through it in one try (stop gloating); collecting all the relics in the game is important for everyone. To unlock the final hidden island, collect every relic that you can. Even if you have to pull out a few chunks of hair to do it.

INVENTORY ITEMS

All these items can be purchased from Funky Kong, for a price. Each item will help in some way, but they are not meant to be relied upon. It can become quite costly to do so, so it is more sensible and cost effective to use them only when you have no other choice.

BALLOONS

BLUE BALLOON

Blue Balloons are brand new to this game and will help out with those underwater levels. They will recover your character if he or she runs out of air, which is quite easy to do. Purchase a few of these for seven banana coins apiece before taking on the more challenging water levels.

GREEN BALLOON

These handy balloons are incredibly useful for harder levels with multiple platforms, as they will save you from falling to your doom—most of the time. While they do not always work, they make those troublesome temple levels far more bearable. You can purchase a Green Balloon for only five banana coins!

RED BALLOON

Purchasing a Red Balloon will give Donkey Kong an extra life. Doing so has the exact same effect as collecting a Red Balloon from within a level. You can buy them from Funky Kong for only three banana coins each.

BANANA JUICE

While Funky Kong may have no clue what this does, we sure do. This delicious concoction will temporarily make Donkey Kong invincible and impervious to any damage. Beware that this juice will not save you from plummeting off a steep cliff. Banana Juice costs 15 banana coins from Funky's shop.

BARRELS

CRANKY KONG BARREL

Introducing the first ever Cranky Kong Barrel! Buy this for 15 banana coins from Funky Kong, and you will have a portable angry old fart from the very start of a level. Use this for levels that have a plethora of spiked floors, since his pogo stick cane will bounce across that terrain with ease.

DIDDY KONG BARREL

Purchasing a Diddy Kong Barrel for 15 banana coins ensures that Donkey Kong will begin a level with his best buddy. This is one monkey you *want* to have on your back! Did we mention he has a jetpack??

DIXIE KONG BARREL

The Dixie Kong Barrel costs 15 banana coins and will allow you to start any level with her help from the very start. She is by far the best for reaching items that are particularly high up, and is great for those fast-paced temple levels.

CAPSULE TOY MACHINE

The Capsule Toy Machine dispenses toy figurines of each character, enemy, or ally, in the game. While the Capsule Toy Machine may sport a cheap price tag of five banana coins each, the biggest issue is the high probability of purchasing duplicate character figurines. That being said, if you collect as many banana coins as possible, you should be able to collect them all if you dump enough coins in the machine.

CRASH GUARD

Using the Crash Guard in a level with a Rocket Barrel or Mine Cart gives you an extra damage shield, which might keep you from turning into a furry scrap heap. The Crash Guard costs 10 banana coins from Funky Kong.

HEART BOOST

The Heart Boost adds an extra heart to DK's heart count, bringing your maximum amount of hits from two to three. Purchasing this for 15 banana coins before a temple level or boss battle will significantly boost your survival rate.

SQUAWKS

This feathery companion has an affinity for finding Puzzle Pieces, and he does so very energetically. Squawks will let out several shrieks while flapping its wings furiously if Donkey Kong is in the presence of a Puzzle Piece, so keep an eye on its movements throughout the level. Buy Squawks from Funky Kong for 10 banana coins.

ITEM CONTAINERS

To access the items in these containers, perform a simple Ground Pound. Different islands have different kinds of containers, so keep an eye out for these throughout the game.

DILAPIDATED BARRELS

These barrels are partly destroyed and are lying on their sides. They can be found on beachside levels.

FLOWER BULB

These purple flowers are coiled in a vine and will open up their contents after DK performs his Ground Pound attack. They can blend in a little at first, so be sure to look for this flower in the foreground.

FRUIT BOXES

These breakable objects usually carry lesser items, but don't forget to break them anyway. You take whatever you can get, right?

GIANT CLAMS

The giant clams cling to the walls of the underwater plains. You cannot Ground Pound underwater, but a good Corkscrew move over the front of the clam will cause it to spit out whatever item is hiding inside.

PLUMP YELLOW FRUIT

These large yellow fruits can be seen several times per level, and they produce items ranging from a single banana to a missing Puzzle Piece. They can be hanging upside down along climbing grass as well as on walls, but mostly they're on the ground or on platforms. Simply perform a Ground Pound move directly in front of the fruit and the contents will shoot out, allowing you to jump to receive the item.

PURPLE FUNGI

You will find these oversized mushrooms scattered through some underground cave levels. A simple Ground Pound will deflate the fungus and allow you to collect the item within.

PURPLE GLASS VASE

These vases produce an item when you Ground Pound right in front of them. These purple vases are located in temple levels and nowhere else. Don't forget to take these items to pound town.

RAMBI THE RHINOCEROS BOX

When you come across these boxes, it is time to break a lot of stuff. A Donkey Kong Country title would not be complete without everyone's lovable mobile destruction unit, Rambi. Ground Pound the top of this box to free your old friend. Rambi can destroy just about any object and every enemy without feeling pain. Just make sure an enemy doesn't hit her from behind, and try to avoid those bottomless pits.

STACK OF LOGS

The stacks of logs are usually in threes and hide an item that ranges from a single banana to a cluster of ten. Just jump on top of the stack and Ground Pound to make the logs roll away so you can collect your item.

TREASURE CHESTS

Like some of the other item containers, these spew out random items or clusters of bananas that need to be collected in the allotted time to collect the prize at the end. Make sure you break them all open.

WOODEN CANISTER WITH METAL LID

These canisters will dispense items after a well-placed Ground Pound.

INTERACTIVE OBJECTS AND PLATFORMS

There are objects inside the levels that you must interact with to get from point A to point Z. Whether they are vines, grass, or air bubbles, they each help you to get to the end, but must be mastered symbiotically with the controls, while using them fluidly and professionally.

AIR BUBBLES

When you are struggling through an underwater level, breathing through air bubbles is the only way to survive. Be vigilant and aware of your breath meter while traversing underwater, and keep an eye out for the next air bubble. They usually sprout from abandoned scuba diving helmets or sea sponges.

TIP

While air bubbles are the prime way of replenishing your air supply, you can also regain air by collecting hearts or gaining a supporting character!

BARREL CANNON

The Barrel Cannon is a type of barrel that can shoot Donkey Kong and friends, like cannonballs, between other Barrel Cannons to reach your destination. Some automatically shoot DK as soon as he enters the barrel, while others must be activated manually with the push of a button.

BURLAP HANGING SACKS

These sacks have a big snowflake sigil on the front and contain some serious loot, from banana coins to Puzzle Pieces. Break them open every chance you get. Simply grab a throwable object or enemy, take aim, and fire.

CLIMBING GRASS

This sturdy grass is wrapped around platforms, along ceilings, and walls. It may not look it, but it's strong enough to hold up even the most mighty Kongs. Climbing grass often leads to a secret room where a Puzzle Piece is hidden, so keep your eyes out for it.

COLLAPSIBLE UNDERWATER GRASS

This grass lines the ground under the surface of the water and often hides some common items. Swim down to the grass and spin with the Corkscrew move to collapse the grass, which exposes the items beneath. The grass will stand back up after a time.

CRACKED BLOCKS

These blocks are riddled with cracks, which makes them structurally unsound. A simple Ground Pound above one will shatter the block's integrity and allow Donkey Kong to collect the contents below or access a hidden room.

FLYING BANANA

These large sources of potassium emerge from containers or after you've pulled a hook out of the ground. These large bananas string a trail of regular bananas behind them, and each banana must be collected before the larger banana flies away. If you collect the entire trail of bananas, you will receive the prize item for your efforts.

ITEM HANDLE

These grips are scattered throughout almost every level, and they contain anything hidden from hidden Puzzle Pieces to banana coins. To interact with them, stand atop the handle and press and hold ZL or ZR. The item will burst from the ground, allowing you to easily collect the contents.

JELLY BLOCKS

Jelly blocks—purple, blue, and green—are not only tremendous fun to bounce around on, they are also key to collecting items that are too high up to get otherwise. Items within the jelly molds can be launched out of a block by hopping on the jelly block directly next to it. Press and hold Ⓐ or Ⓑ to launch the items out of the molds successfully.

Green jelly molds, like the purple jelly molds, hold an assortment of items, but the green blocks bounce the Kongs higher than any other color of jelly block. Use that to your advantage when attempting to reach hidden rooms or items.

The blue jelly blocks are triggers for switching adjacent jelly blocks. Hop on a blue block to activate the mechanism inside, which will rotate the jelly mold next to it. This allows you to jump on the next blocks to proceed through the level.

KONG BARREL

These barrels hold any one of your Kong family members. Breaking one frees the corresponding partner. Some hold a specific Kong, if the current level dictates a certain partner would be particularly helpful in that section, but most of the time these barrels spin every few seconds, showing each partner's corresponding color. Wait until the Kong's colored symbol appears to receive that specific Kong as a supporting character. For instance, the blue DK letters indicate Diddy, pink is for Dixie, and yellow is Cranky Kong.

PURPLE FLOWER PLATFORMS

Platforms in this game are made up of many different materials, although some are living organisms, which must be taken into account. This type of platform is top heavy and can lean to the left or right depending on whatever edge DK happens to be standing on. While the flower platform is as sturdy as any, should you stand upon it for too long, its pedals will eventually give way under your weight, dropping you to your demise.

SNOWFLAKE SHIELDS

Shields that block some obviously hidden rooms are tied in place by rope. Once you spot one of these shields blocking an open passage, look around for a projectile. There will be a barrel or throwable enemy lurking around that can be used to destroy the obstruction, allowing you to access the hidden area beyond.

NORMAL BARREL

The barrels appear throughout most levels as a thrown projectile weapon that can be used to take out multiple enemies (since it rolls across the ground), knock out single enemies, break open hanging bags to recover the items within, or to break open targets to reveal hidden passages. They're almost always placed in these locations for a reason, so whenever you notice one, be sure to survey your surroundings before using it.

SLOT MACHINE BARREL

This barrel is exactly how it sounds. Items rotate constantly in the barrel, so you must time your move just right to gain the item that you wish to receive. You can receive 5 bananas, a banana coin, a Red Balloon, or the DK symbol. The DK symbol essentially allows you to punch the barrel repeatedly for a random item.

SPINNING PLATFORM

These platforms lead to hidden bonus rooms and Puzzle Pieces, which can be accessed by using the Ground Pound ability. The first spinning platform you come across has a noticeable arrow pointing downward. Most of these platforms are made of wood and are noticeable because of the unusual gap below them, which suggests a possible hidden area beneath. Keep your eyes peeled, as well as your bananas.

IMPORTANT ITEMS & OBJECTS

SPRING PLATFORMS

These platforms can be identified by the giant springs directly below them. Use these platforms to launch yourself up to climbing grass or higher platforms by using the Ground Pound ability. They launch you to your destination—just watch out for flying enemies above you.

VENUS TRAP PLATFORMS

These platforms have plants sporting a set of razor sharp teeth growing on the bottom. They become triggered to attack once DK walks below them. You have a window to make your escape when you hear the snapping of its jaws before the attack. Just roll out of the way, then hop onto the connected platform as the plant rises, carrying you to your destination.

VINES

These dangling green lines of vegetation are, at times, Donkey Kong's only form of platforming from point to point. Some vines hang firm, some allow you to swing, while others may decay and slowly give way under Donkey Kong's weight. Whatever the case, be sure to time your jumps and keep a firm grasp on that grip button.

VINE-TRIGGERED PLATFORMS

These vines are short and are connected to the underside of a timed platform. Once you jump and grab the vine, the platform and corresponding platforms will drop so that you can access certain items or hidden areas. Remember that these platforms are timed, so act right away and be quick about it before the platforms drop out from under you.

WATERMELON FUSE BOMBS

They are round, they have a fuse, and they destroy whatever they touch. Once you grab one of these the fuse will light, giving you precious few seconds to throw it at the appropriate target without it blowing up in your hands. The bombs will also destroy barriers that block hidden bonus rooms, so keep your bananas and your eyes peeled.

WATER SACKS

These are first featured on the third island and help immensely with putting out fires on vines as well as on the earth. They also make a great projectile weapon, and since you have an unlimited supply, you have the authority to go sick.

ZIP-LINE VINES

These can be a fun ride, and some levels are created around using these vines to progress. Jump to them and press and hold ZL / ZR to grip and hold on. This can be a bit tricky, so keep that hand-eye coordination in check when traveling by vine.

HAZARDS

To be clear, this entire game is a hazard, so this section will ***only*** mention the reoccurring hazards that can be quite painful to encounter. These dangers make you lose a life if you are not careful. Luckily for you, we have made all the mistakes so that you will not have to.

CARNIVOROUS PLANTLIFE

The local plantlife in Donkey Kong Country is aggressive, to put it plainly. These angry fellows are much like the tooth-toting carnivorous plants that sport platforms at their base. The main difference here is that these hungry plants do not help you access routes or gain entry to secret areas. They pretty much just want to devour your entire body whole.

COLLAPSIBLE WOODEN PLATFORMS

These wood-plank platforms start to shiver and shake the second you step your hairy foot upon them. Be sure to take care of your business and make haste before the planks give way and you fall to your doom.

DECAYING VINES

These vines at first sight can blend in with the regular structurally sound vines. At a closer look, they can be identified by the brown discoloring at the top of the vine. When you grab onto these vines, you will only have a limited time before they break under your intense weight. This is a grab-and-go situation, so grab hold of the vine and jump to the next before the old vine makes fools of the lot of you.

ELECTRIFIED ANEMONES

While they look beautiful in the dark of the ocean, these will shock DK to the core. They hold items beneath them, and at first glance, you may not know how to defeat these anemones. Close by are smaller fish that will glow if you Corkscrew through their school, which will cause the anemone arms to retract finally allow you to access the items below.

FIRE FLOOR

These fire floors can be identified by the hot coals burning just below the surface. The real danger is standing in one spot for too long, as that agitates the earth, allowing flames to come to the surface that will most certainly burn you. Usually there are Water Sacks around; throw them at the ground to extinguish the flames and create a much more safer walkway.

FLAMING FALLING TOTEM POLES

These totem poles are intent on crushing the bananas out of you. They have a flaming core with fire that flickers out from the eye and mouth holes. Besides adding to the incredible tension, these are another hazard to keep you on your toes. Quickly jump back or roll forward to avoid a crushing defeat.

FLAMING VINES

These vines look like the decaying vines, but they will immediately ignite and burn up rather quickly. Other vines will already be on fire when you approach. Extinguish them before climbing. These vines can also be connected to platforms, making it much simpler to quickly jump to safety. Remember to act swiftly and be light on your feet!

GIANTSPIKEDNUTS

A form of this type of hazard is introduced in the third island and will become a headache-inducing nuisance. These large spiked nuts drop from trees and roll towards you, with the intention of filling you full of holes. They cannot be destroyed by any means, so leap over the obstacles and continue on your way as best you can.

IMPORTANT ITEMS & OBJECTS

GIANT UNDERWATER FANS

The giant fans certainly make traversing through underwater levels difficult. In some instances, the current they produce is too powerful to Kong to swim through on his own. Grab Dixie Kong if you can and use her Ponytail Propeller move to easily pass through the strong currents.

HANGING TNT

This is quite simple really. Touch the dangling cluster of concentrated destruction to go BOOM! Avoid the dangling destruction and live to tell the tale.

LIGHTNING BOLTS

When you encounter lightning bolts, they may give you a hard time at first, but they can be avoided quite easily if you follow the pattern. Before the real shock comes from the main bolt, several lesser bolts will strike in quick succession; they are harmless. Use that time to run or roll past the strike zone before the actual bolt rains down on your parade.

PROXIMITY MINES

The mines underwater pack a punch and will begin to time their detonation the closer you get. Some secret areas must be opened by the mines, so you may need to carefully draw near one to time the charge, then quickly swim away before it explodes. Remember that these mines eject pieces of shrapnel that will take a heart away if they come in contact with you, so be careful!

SPIKED FLOOR

Spiked floors can be a real pain in the buttocks—literally. The best way to traverse this hazard is to bring old man Cranky Kong along with you and pogo across the spikes with his cane. This will also help you access the items lying on the spikes and to get to hidden areas to collect Puzzle Pieces.

TORNADOS

These wind tunnels can either help or hinder your path to the end of the level. At times these tornados can launch you upward to access certain items, but get too close to an edge and the wonder of nature might just launch you like a rag doll.

TIP

The trick to using the tornado to spring you forward is to jump into it at the very top of the funnel. Jumping into the lowest portion or the middle causes it to shoot you backward and possibly straight into harm's way.

ISLAND 1: LOST MANGROVES

ISLAND STAGES

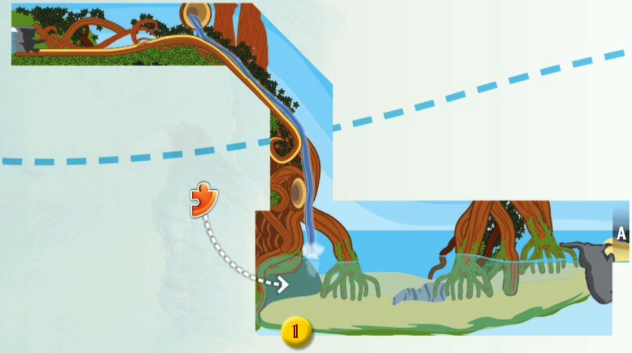
NUMBER	NAME	PUZZLE PIECES	SECRET EXIT?
1-1	Mangrove Cove	9	No
1-2	Shipwreck Shore	9	Yes
1-3	Canopy Chaos	7	Yes
1-4	Trunk Twister	5	No
1-A	Zip-Line Shrine	5	No
1-B	Busted Bayou	9	No
1-Boss	Big Top Bop	0	No
1-K	Swinger Flinger	5	No

STAGE 1-K:
SWINGER FLINGER
STAGE 1-2:
SHIPWRECK SHORE
STAGE 1-4:
TRUNK TWISTER
STAGE 1-3:
CANOPY CHAOS
STAGE 1-1:
MANGROVE COVE
STAGE 1-BOSS:
BIG TOP BOP
STAGE 1-B:
BUSTED BAYOU
STAGE 1-A:
ZIP-LINE SHRINE
FUNKY'S
FLY'N'BUY

Stage 1-1: Mangrove Cove

STAGE BASICS

This stage introduces most of the game's fundamental mechanics. To traverse the area, you'll need to run, jump, swim, Ground Pound, and take advantage of several interactive objects. If you're having trouble overcoming an obstacle, search the area for Professor Chops—there's a good chance he's hiding nearby with one of his helpful hints.



1

When you reach the first pool of water, move to the left. Swim into the large piece of airplane wreckage to reveal the Puzzle Piece hidden behind it.

2

The first KONG Letter is floating above the two platforms at point 2. Hop up to the higher platform, then turn back and jump through the K above you.

3

After you slip under the hanging flytrap at point 3, turn back and leap onto the platform above it. When the vine retracts, leap across the platforms to the left.

Perform a Ground Pound near the large flower to reveal the Puzzle Piece hidden within it.

4

There are three handles near point 4. Pluck the first two handles to drop the retractable platforms into position, then pluck the third handle to reveal a flying banana.

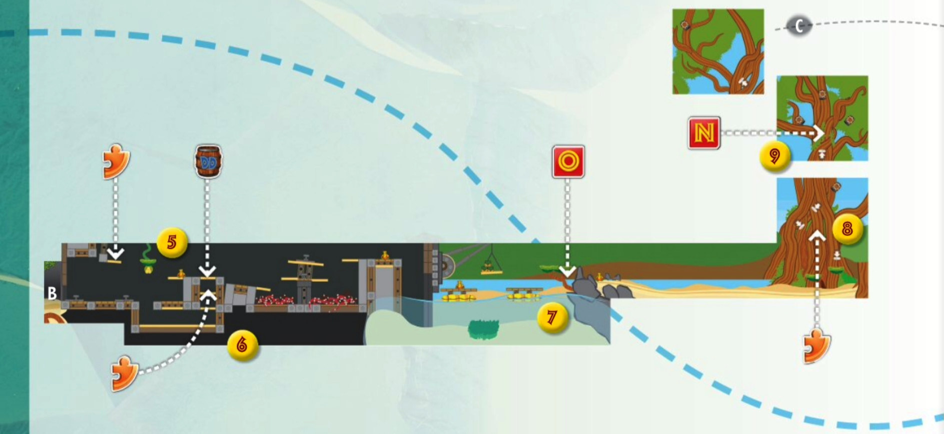
Follow the flying banana and collect the small bananas that appear. Grab all six of the smaller bananas before they're dragged out of reach to reveal the third Puzzle Piece.

Slip past the hanging flytrap at point 5, then leap onto its platform. When the enemy returns to its original position, hop onto the small platform to the left. When you land, the platform slips down a bit and a hidden Puzzle Piece drops into reach.

Return to the hanging flytrap and bait it into attacking. Slip under the enemy as it resets and perform a series of Ground Pounds to smash through the platform's destructible segment.

Drop through the opening to find a hidden area. Collect the next Puzzle Piece as you follow the path back up to the surface.

The second KONG Letter is just under the platform at point 7. You should have collected Diddy Kong just before you entered the water. Hop onto the nearby raft, leap toward the O, then use Diddy Kong's Barrel Jet to grab the KONG Letter before you drop back into the water.



8

There's a Puzzle Piece circling one of the Barrel Cannons along the giant mangrove tree. As the Puzzle Piece moves into position, launch yourself through it and continue up the tree.

9

The third KONG Letter is floating near the top of the giant mangrove tree. When you reach the Barrel Cannon at point 9, wait for it to tilt to the left, then launch yourself through the N.

10

Hop onto the stacked crates just past the large flower at point 10, then perform a series of Ground Pounds to smash a path into the hidden area below you.

Move to the center of the hidden area and wait for Professor Chops and his colleagues to begin tossing bananas onto the floor. Grab all of the bananas before they bounce out of the area to reveal a Puzzle Piece.

11

The last KONG Letter is in the background near point 11. Bop the nearby Tuff Tucks, then grab it and toss it into the target to the left. If you land a successful hit, the G moves into reach as a new platform spins into position. Leap onto the new platform to collect the stage's final KONG Letter.

12

After you've tossed the Tuff Tucks into the target, the resulting platform allows you to reach a secret Barrel Cannon. Grab the G, then face the swinging platforms to the left. Jump onto the higher platform and locate the secret Barrel Cannon. When the platform swings into range, hop into the barrel to enter the bonus room.

Once you reach the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears in the center of the area.

13

When you reach the special DK plate at point 13, use the Ground Pound move to reveal some hidden Barrel Cannons. When you're ready, hop into the nearest barrel to reach the final area.

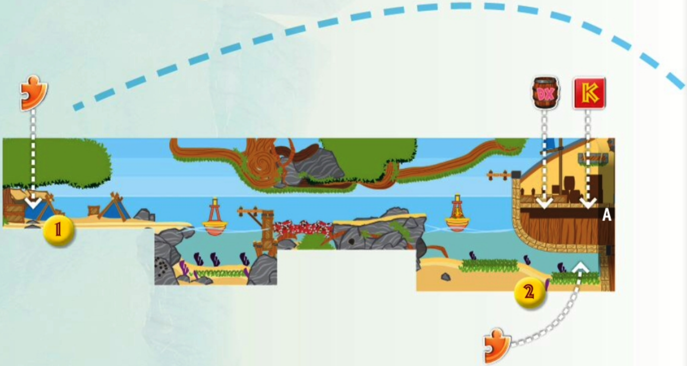
14

The final Puzzle Piece is at the end of the stage. Before you end the level, perform a Barrel Roll Jump to leap across the thorns just past the Slot Machine Barrel. When you land, pluck the nearby handle to reveal the remaining Puzzle Piece.

STAGE 1-2: SHIPWRECK SHORE

STAGE BASICS

To traverse this stage, you'll need to take advantage of the grass scattered throughout each area. Cling to grassy surfaces to move past enemies and obstacles, or to find hidden areas that are well out of your jumping range. Don't forget to explore the water, however. Many of the stage's collectible items are hidden below the main path, as is the game's first secret exit. This stage also contains the first available DX Barrels. Dixie Kong plays an important role in this stage—once you free her, try your best to keep her healthy.



1

When you first enter the stage, move to the left and hop onto the crates at the edge of the map. Use the Ground Pound move to smash through both of the crates, then pull the revealed handle to find the first Puzzle Piece.

2

Before you hop onto the large ship, dive into the water and swim to the right. Search the seaweed near the ship to find another Puzzle Piece.

3

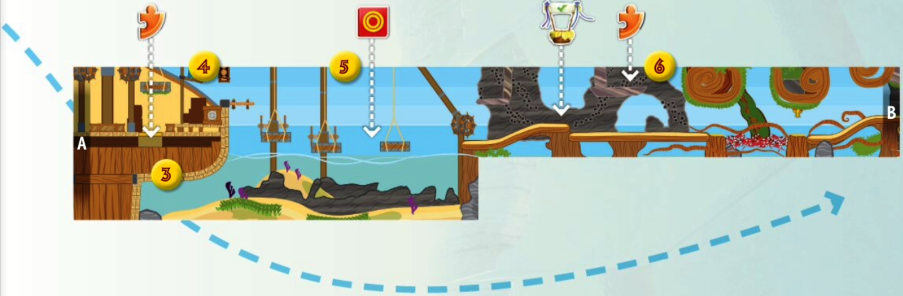
The next Puzzle Piece is hidden below the ship's deck. Stand on the loose panel, then perform a Ground Pound to drop into a bonus room.

Once you land in the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears at the center of the room.

4

The first KONG Letter is high above the ship's deck. Make sure you've freed Dixie Kong from the nearby DX Barrel, then hop onto the right edge of the ship. Turn back and wait for the nearest platform to swing toward you. When it does, jump up and use Dixie's Helicopter Spin to land on the platform.

When the platform to the left swings toward you, jump over and grab the K before it moves out of range.



The second KONG Letter is floating at point 5. Simply grab it as you leap across the platforms. If you opt to search the water before you collect the O, use a Barrel Roll Jump to return to the platforms once you've returned to the main path.

The next Puzzle Piece is hidden above the stone arch near point 6. Use the grass to the right to climb into range, then leap across to the ledge hidden behind the stone wall. As you approach, the wall drops away and the Puzzle Piece is revealed.

Climb up to the large flower at point 7. While clinging to the grass, perform a Ground Pound to strike the platform above you. This not only opens the large flower, it also reveals a hidden sandbag.

Bop the Tuff Tucks on the platform to the right, then grab the dazed enemy and toss it into the sandbag. If you're successful, the sandbag bursts and reveals the Puzzle Piece.

There's a Puzzle Piece hidden near the air bubbles at point 8. Perform a Corkscrew attack to smash through the planks blocking the enclosure, then swim to the air bubbles. Collect all of the nearby bananas to reveal the Puzzle Piece.

The third KONG Letter is at point 9. Simply grab the N on your way through the area.

As you swim toward point 10, you'll find several crates floating in the area. Use the Corkscrew maneuver to destroy all six crates and reveal a Puzzle Piece.

Swim down to the seaweed at point 11 to find a hidden container. Corkscrew past the container to reveal the Puzzle Piece inside it.

The stage's final Puzzle Piece is hidden along the main path. After you activate the raft, use it to collect the bananas floating near point 12. Perform Ground Pounds to launch yourself high into the air—each time you do, try to grab at least one full line of bananas before you land. Collect all of the bananas before the raft moves past them to reveal a Puzzle Piece.

The last KONG Letter is floating at point 13. As the raft approaches this area, perform a Ground Pound to launch yourself into the air, then cling to the grass. Hurry over to grab the G, then drop back down to the raft. As soon as you grab the grass, it begins sliding into the nearby propeller. Move quickly to ensure you collect the KONG Letter before the grass is destroyed.

CAUTION

As the raft passes under the propeller, make sure you duck to avoid the spinning blades.

This stage contains a secret exit. To find it, you must use Dixie Kong to swim down to the portal near point 14. As you follow the main path, look for three Punchy Paddys on some floating crates. Dive into the water and follow the path down toward the secret exit. The passage contains a strong current, so you'll need Dixie Kong's Ponytail Propeller to reach this area. Head through the portal and strike the hidden Slot Machine Barrel to unlock stage 1-A: Zip-Line Shrine.

STAGE 1-3: CANOPY CHAOS

STAGE BASICS

Use the vines located throughout each area to reach high platforms and bypass obstacles. This stage also contains a few CK Barrels—use Cranky Kong's Cane Bounce to boost your vertical jumps, as well as to move across thorns and spikes that might otherwise prevent you from collecting valuable items.

1

Bop the Wild Wendell at point 1, then toss it through the shield to the left. Once the shield is destroyed, step through the opening to find a bonus room.

One you arrive in the bonus room, jump between the vines and the grassy surfaces to collect all of the available bananas within the 30-second time limit. If you succeed, a Puzzle Piece appears in the center of the area.

2

The first KONG Letter is floating in front of the water wheel at point 2. The K and the platform below it both move in sync with the wheel. Time your jump to ensure that you grab the KONG Letter and land safely on the rolling platform.

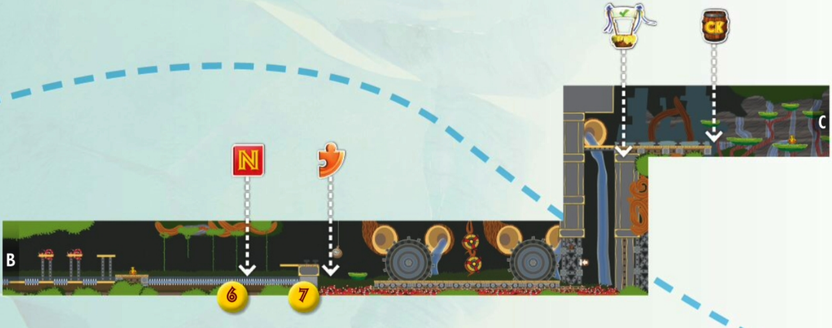
3

There's a Puzzle Piece hidden behind the rocks at point 3, and you'll need Cranky Kong's help to collect it. After you free him from the nearby CK Barrel, use his Cane Bounce to move across the thorns in this area. The rocks drop away when you approach. Simply collect the Puzzle Piece and return to the safety of the nearby platforms.

The second KONG Letter is on a small platform at point 4. Time your approach to avoid the nearby Archy's attacks.

Pluck the handle at point 5 to reveal the nearby Puzzle Piece. Use Cranky Kong's Cane Bounce to collect the Puzzle Piece without taking damage from the thorns below it.

The third KONG Letter floats between the vines at point 6. Defeat or avoid the nearby enemies, then grab the N on your way to the next platform.

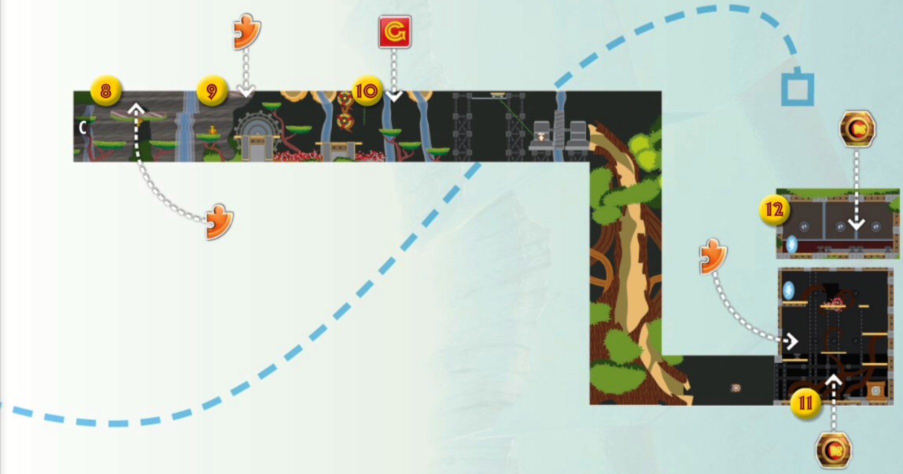


Perform a standard jump to bop the Wild Wendell at point 7, then toss the stunned enemy at the sandbag to the right. Once the sandbag is destroyed, a Puzzle Piece drops onto the nearby thorns. Use Cranky Kong's Cane Bounce to collect it without taking damage.

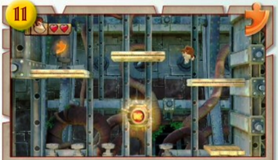
There's a Puzzle Piece hidden behind the rocks at point 8. Cane Bounce up to the nearby platform, then hop toward the rocks to clear them from the ledge. When you land, collect the revealed Puzzle Piece and continue through the area.

There's a bonus room hidden behind the rocks at point 9. Use Cranky Kong's Cane Bounce to reach the nearby platform, then jump to the opening and enter the room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears in the center of the area.



The final KONG Letter is floating at point 10. Climb the nearby vine and watch the Monacle Monica hovering to the right. When the enemy moves into its lower position, leap from the vine to collect the G and bop the enemy in a single move.



The final Puzzle Piece is at the end of the map—make sure you collect it before you complete the level. Smash the large crate just past the Slot Machine Barrel and hop onto the revealed springboard. Perform a Ground Pound to launch yourself up to the platform above you, then hop over and collect the Puzzle Piece to the left.

You'll need Cranky Kong's help to reach this stage's secret exit. Launch yourself up to the platforms above the main Slot Machine Barrel, then use a Cane Bounce to reach the platform high on the wall to the right. As you land, the rest of the room is revealed.

Cane Bounce across the remaining platforms to reach the portal in the room's upper-left corner, then pass through the portal and strike the hidden Slot Machine Barrel to unlock stage 1-B: Busted Bayou.

STAGE 1-4:
TRUNK TWISTER

STAGE BASICS

While playing through this stage, you'll spend most of your time riding in a Mine Cart. You can't control the speed of the Mine Cart, but you are able to jump and duck—use these moves to avoid enemies and obstacles, and to reach the collectible items scattered throughout the stage. Pay special attention to any platforms that react to your weight—these makeshift ramps can both help and hinder your efforts to collect the available items.

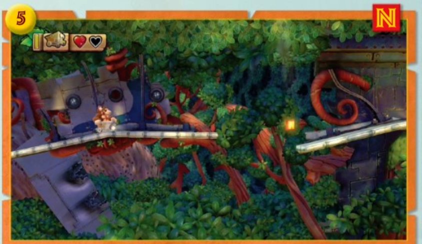
Stand on the loose panel at point 1, then perform a Ground Pound to drop into a bonus room.

Once you enter the bonus room, you must use the Barrel Cannons to collect the available bananas. You must launch yourself between the barrels, as well as into each of the springboards at the center of the area. Timing is very important! Before you activate a Barrel Cannon, make sure that it's pointed in the desired direction and that any nearby bananas have moved into your path. Collect all of the bananas within the 30-second time limit to reveal a Puzzle Piece near the bottom of the room.

The first KONG Letter floats between two track segments. As you move through this area, ride to the very end of the lower track, then jump through the K and land on the upper track.

The next Puzzle Piece is floating high above the track. To reach it, you must bounce along the dragonflies hovering at point 3. Press and hold the jump button just before you bop each enemy to maximize the height and distance of each bounce.

The second KONG Letter is just past the flaming wreckage at point 4. Duck into the Mine Cart to avoid the spinning propellers and grab the O as you speed through the area.



The third KONG Letter floats just past the platform at point 5. To collect it, simply avoid jumping across the gap. Instead, ride over the edge of the rising platform to grab the N as you land on the next track segment.

When you reach point 6, avoid jumping from the end of the track segment. Simply allow the Mine Cart to drop onto the next platform's lower track to grab the next Puzzle Piece as you speed through the area.

The final KONG Letter hovers high above the track. Hop onto the crate at point 7, then jump up and grab the G before you return to the track.

ISLAND 1: LOST MANGROVES

As you approach point 8, a red ship bursts out of the water to serve as a makeshift track segment. Avoid jumping across the next gap. Instead, allow the Mine Cart to drop off of the end of the ship, then duck into the Mine Cart to avoid the upcoming propellers as you speed through the next Puzzle Piece.

The last Puzzle Piece is hidden at the end of the map. Before you hit the Slot Machine Barrel, hop into the water and swim down to grab the Puzzle Piece under the plane.

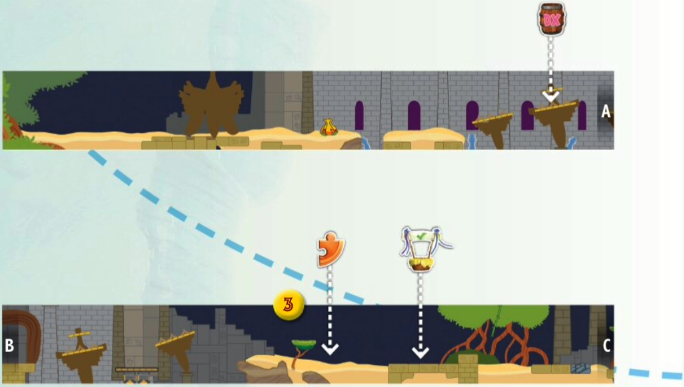
Stage 1-A: Zip-Line Shrine

NOTE

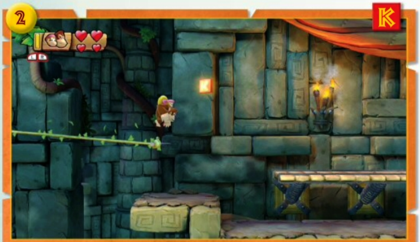
To unlock this map, you must find the secret exit in stage 1-2: Shipwreck Shore.

STAGE BASICS

Between this stage's teetering platforms, swinging vines, and slick zip-lines, it's particularly important to properly time each jump. This map contains very little solid ground, so be sure you cling onto any vines or zip-lines within reach—soaring past one of these objects often results in a costly fall. The map contains a single DX Barrel. Dixie Kong's Helicopter Spin can be used to salvage most mistimed jumps, but the available Puzzle Pieces and KONG Letters can all be collected without her help.



There's a Puzzle Piece hidden under the map's first zip-line. Stand on the loose panel at point 1, then perform a Ground Pound to drop into a small enclosure. Grab the Puzzle Piece to the left, then return to the main path.



The first KONG Letter is floating at point 2. Jump from the end of the zip-line to grab the K as you come sliding into the area. If you miss, simply use the nearby springboard to bounce up and collect the KONG Letter before you continue.

Bop the Punchy Paddy at point 3, then pluck the handle on the ground. When you do, a several bananas burst out of the sand and form a triangular pattern in the air. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

The second KONG Letter is at point 4. To reach it, you can either leap from the nearby vine and perform a Helicopter Spin, or you can jump up along the teetering platforms to the right. Avoid or defeat the patrolling Monacle Monica, then grab the O and continue to the next area.

5

The third KONG Letter is hovering at point 5. Slide along the zip-line until you collect the N, then jump to the nearby platform.

6

Pull the handle at point 6 to reveal a hidden Barrel Cannon. When you're ready, hop into the barrel to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears at the center of the area.

7

When you enter the Barrel Cannon at point 7, look for the Puzzle Piece to the right. Wait until the barrel is in position, then launch yourself through the Puzzle Piece.

8

The final KONG Letter is floating under a teetering platform. To collect it, you must bounce off of the enemies at point 8. Hop down toward the Hootz on the right, then press and hold the jump button as you bop its head. Steer your bounce to the left and grab the O, then press and hold the jump button to bop the remaining Hootz and return to the platform.

9

Pluck the handle at point 9 to reveal three bunches of bananas. When you collect all of these bananas, a Puzzle Piece appears near the vine above you. Make sure you grab it before you swing over to the nearby Barrel Cannon.

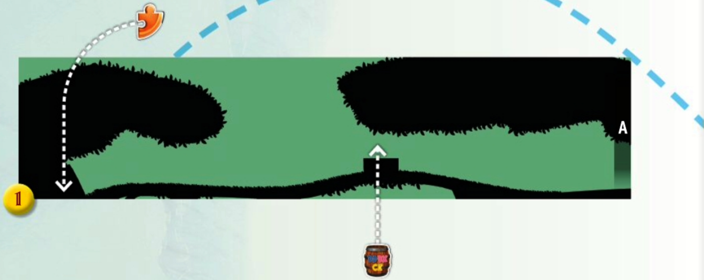
STAGE 1-B:
BUSTED BAYOU

NOTE

To unlock this map, you must find the secret exit in stage 1-3: Canopy Chaos.

STAGE BASICS

This stage contains a few Buddy Barrels, so you're free to swap companions as you move through the stage. Look for the short vines scattered throughout the map—clinging to these objects usually reveals hidden platforms or collectible items. Pay special attention to any bushes you spot on your way; many of these plants are camouflaged enemies.



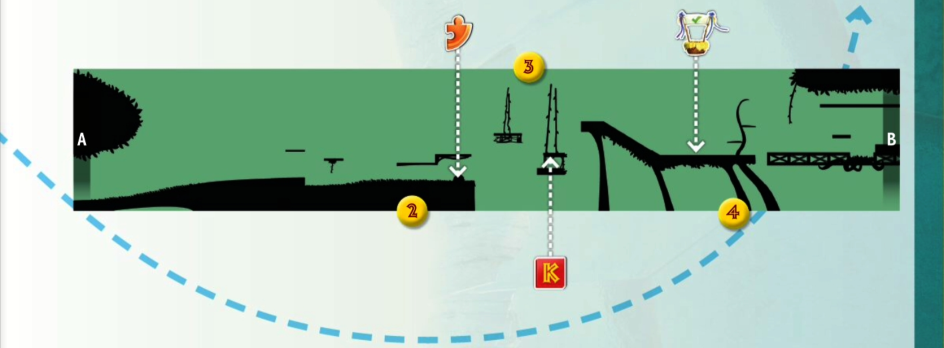
The first Puzzle Piece is hidden to the left of your starting point. Enter the doors at the edge of the map to launch the Puzzle Piece onto the main path.

When you reach point 2, Roll Attack the base of the rickety platform to clear the boards out of your way. Stand near the large flower beneath the platform and perform a Ground Pound to reveal a Puzzle Piece.

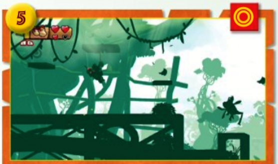
The first KONG Letter is on one of the suspended platforms at point 3. Stand on the first platform to force it down while the connected platform moves upward. If you move quickly, you can grab the K and continue to the next area before the platforms reset. Otherwise, simply break the task into two separate steps: Collect the KONG Letter, then adjust the platforms to continue along the main path.

Pluck the handle at point 4 to reveal two platforms attached to a giant stem. Jump up along the platforms, then leap over to the nearby vine.

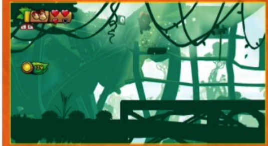
Swing to the right, then jump into the nearby leaves to reveal a hidden platform. Follow the trail of bananas to find a Puzzle Piece floating just past the edge of the platform.



5



Jump up and cling to the short vine at point 5 to reveal three small platforms.



Drop down and jump onto the platform to the right, then hop over to the leftmost platform to find the second KONG Letter hovering nearby. Leap through the O to grab it before the small platforms reset.

6

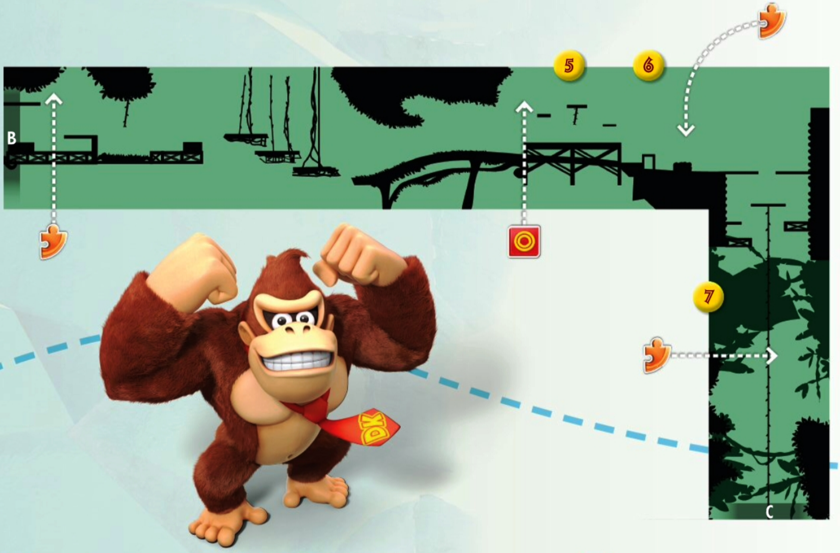
Bop the Punchy Paddy at point 6, then Ground Pound through the stones beneath it. After you've done this, pull the handle on the ground to reveal a flying banana.

Move to the right and collect all of the items in the flying banana's trail to reveal a Puzzle Piece.

7

As you slide down the long vine near the center of the map, pay attention to the large leaves in the foreground. About halfway down to the vine, the outlines of the leaves combine to form the shape of a star. When you find this location, stay put and wait for the scenery to change.

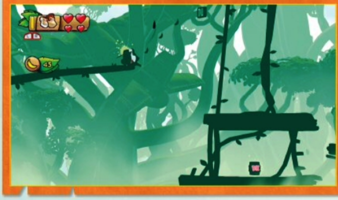
After a few seconds, the leaves pull back to reveal two rings of bananas. Slide down and catch the bananas as they spin around the area. When you collect all of the bananas, a Puzzle Piece appears above you.



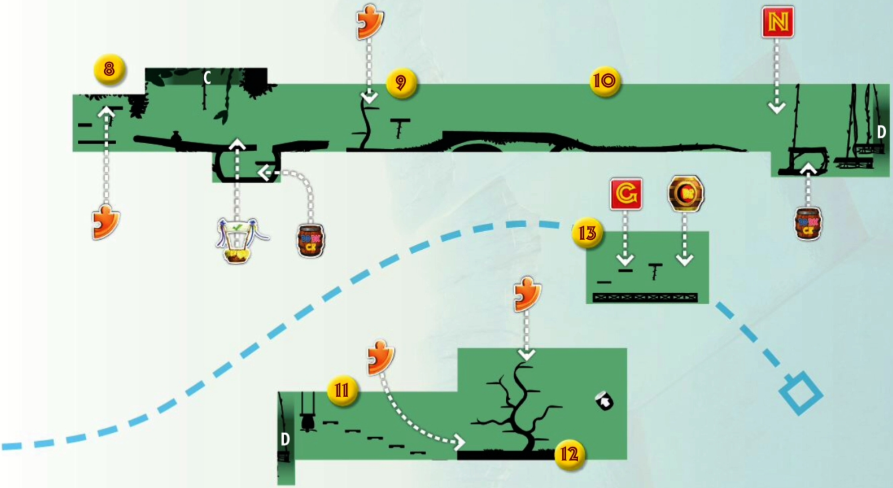
Cling to the short vine at point 8 to activate some platforms and reveal a Puzzle Piece. Drop from the vine, then jump up along the platforms to collect the Puzzle Piece before you leave the area.

Pluck the handle on the ground at point 9 to reveal a large stem, then jump up and cling to the nearby vine. When you do, a small platform drops into place. Use the newly available platforms to reach the Puzzle Piece at the top of the stem.

When you pluck the handle at point 10, a large tree branch snaps up and clears out the nearby enemies. Continue along the branch as it begins to straighten out.

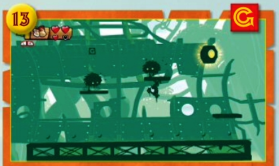


There are several bananas to collect along the path, but it's important to move quickly. As you approach the end of the branch, look for the KONG Letter floating near the top of the screen. Jump up and grab the N before the branch descends out of range.



Pull the handle at point 11 to rearrange the nearby platforms and reveal some hidden bananas. Use the partner you freed from the nearby Buddy Barrel to Kong Roll down the platforms. Maintain the attack until you defeat the enemy waiting near the end of the trail. This maneuver should allow you to collect all of the bananas before the platforms reset. If you succeed, a Puzzle Piece appears on the path just ahead of you.

Pluck the handle at point 12 to release a branching stem from the ground, then collect all of the available bananas to reveal a Puzzle Piece. There's a bunch of bananas above each of the leaf platforms, so move quickly to complete your task before the bananas vanish.



The final KONG Letter is floating near the Slot Machine Barrel at the end of the stage. Hop on the sliding platform, then cling to the short vine at point 13 to activate two small platforms. Wait for the revealed enemies to drop to the ground, then use the available platforms to grab the G before you finish the stage.

STAGE 1-BOSS:

BIG TOP BOP

THE APPROACH

To complete this stage and unlock the path to the next island, you must defeat a giant seal named Pompy, the Presumptuous. Select your preferred partner from the Buddy Barrel near the starting point, then follow the path to the right and begin the encounter.

TIP

Cranky Kong's Cane Bounce allows you to attack enemies that can't be bopped, but it's much easier to make mid-jump adjustments if you choose Diddy Kong or Dixie Kong. Consider whether you're more likely to play offensively or defensively before you choose a partner.

PHASE 1

During the battle's first phase, Pompy, the Presumptuous utilizes two basic attacks. When his introductory cinematic ends, move toward the center of the room and wait for the giant seal to dive off of his platform and slide along the floor.

As he approaches, hop up and bop Pompy on his back. Jump high enough to ensure you avoid the horns on his helmet, but make sure you land before he slips past you. If your first attempt misses, wait for him to turn back for another pass and then try again.

When you successfully bop Pompy, the Presumptuous, he tumbles into the water and begins tossing enemies at you. The first time he uses this attack, he throws three Finleys into the area. Try to bop each as it lands. Defeat all three Finleys to force Pompy back onto the platforms, or simply avoid them as they flop around the area. Given enough time, the Finleys will dive back into the water and Pompy will return to the platforms on his own.

TIP

If you opt to avoid these smaller enemies, remember to use the Kong Roll as needed. It's much faster to slip under an airborne enemy than it is to jump over it.

Repeat the same basic process for the rest of the first phase. Jump up and bop Pompy, the Presumptuous as he slides between the platforms, then defeat or avoid the enemies he tosses at you.

As Pompy takes damage, he begins throwing more dangerous enemies into the area. Avoid bopping any purple sea urchins that appear—their spikes protect them from standard attacks. If Cranky Kong is your active partner, however, you can use his Cane Bounce to eliminate these dangerous enemies. Either way, try to bop the Finleys as they arrive. It's much easier to stay healthy if you have a bit of breathing room.

TIP

Defeating enemies not only ensures that you have room to move, it can also be a great source of hearts. Whenever you suffer damage, try to bop any vulnerable enemies that appear.

Avoid or defeat the smaller enemies until Pompy, the Presumptuous returns to the platforms. When he resumes his sliding attacks, jump up and bop his back. Once you've hit him with three successful attacks, he becomes enraged. This temper tantrum signals the start of the battle's next phase.

PHASE 2

During the battle's second phase, Pompy, the Presumptuous utilizes some new attacks. In addition to his sliding attacks, the giant seal rolls across the area. If you attempt to bop him while he's rolling, there's a good chance you'll land on his horns. Dodge the rolling attacks until he goes back to sliding, then bop his back to send him back into the water.

While he's in the water, Pompy still utilizes his minions. During this phase of the battle, he starts by summoning a group of Big Sphens. Rather than use their standard attacks, these bulky enemies leap out of the water and slam down on the floor. You can simply dodge the enemies as they appear, but if you bop each Big Sphen as it lands, you can earn extra items like bananas or hearts.

When this attack ends, Pompy, the Presumptuous performs his own slam, dazing himself in the process. Dodge the initial impact, then bop the stunned seal before he recovers.

Once again, you must bop him three times to move onto the battle's next phase. Time your jumps to hit him while he's sliding or just after he dazes himself with a slam attack.

PHASE 3

During the battle's third and final phase, Pompy, the Presumptuous introduces even more attacks. Soon after he calls three Big Sphens to his side, all four enemies team up for a massive slide attack. Rather than pass back and forth along the floor, Pompy and his minions perform a series of loops for the duration of this attack. Try to bop each enemy as it approaches, but make Pompy your priority. Land on his back to knock him into the water.

During this phase of the battle, Pompy, the Presumptuous tosses more dangerous enemies onto the floor. In addition to sea urchins, watch for the Gordos he plucks from the water. These larger fish are very durable—it takes three bops to defeat each of them. Evade (or Cane Bounce) any sea urchins that appear during these attacks, but try to perform a quick triple-bop combo on each Gordo Pompy throws.

Pompy, the Presumptuous has one last attack you must learn to identify and counter. When the giant seal leaps into the air and performs a flip, it means he's about to begin a series of handspring attacks.

If you're quick, you can bop him just after he lands. If you'd rather not risk it, however, simply dodge his attacks until he fumbles a landing and dazes himself, then jump on his back before he recovers.

Bop Pompy, the Presumptuous three times during the last phase to trigger the battle's finale. Follow the on-screen prompts to end the encounter with a punishing melee combo. After you defeat stage 1-Boss: Big Top Bop, you automatically travel to stage 2-1: Windmill Hills.

STAGE 1-K: SWINGER FLINGER

NOTE

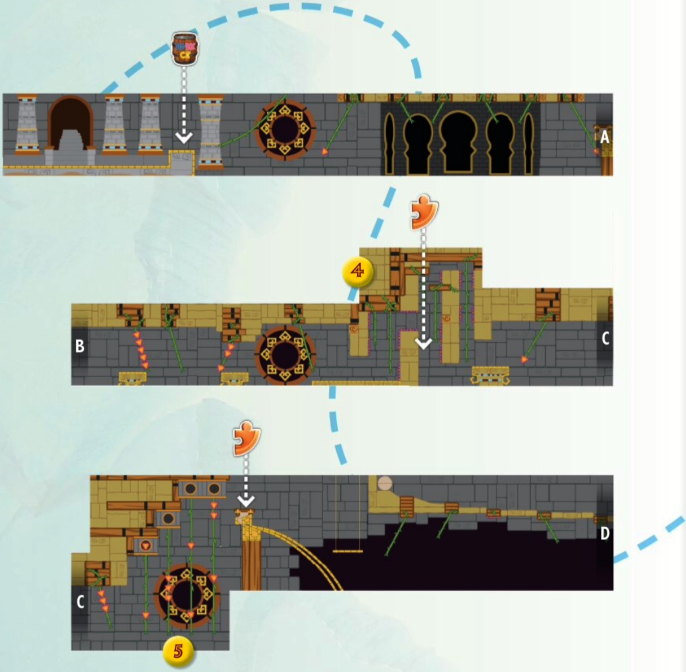
To unlock this stage, you must collect all of this island's available KONG Letters.

STAGE BASICS

This map is the game's first temple stage. These challenging stages contain no checkpoints or Slot Machine Barrels. Instead, each temple stage contains five Puzzle Pieces and a mysterious relic. As you move through each area, you must swing, climb, ride, and bop your way through some particularly dangerous hazards. Remember that the enemies serving as temporary platforms will vanish as you bop them. It's often necessary to speed through a segment once you've committed to a leap, so try to pause and review your surroundings whenever you find a safe place to catch your breath.

TIP

There's a single Buddy Barrel near the stage's starting point. Diddy Kong's Barrel Jet makes him a very useful partner on this stage.

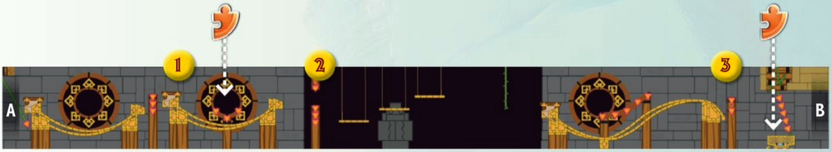


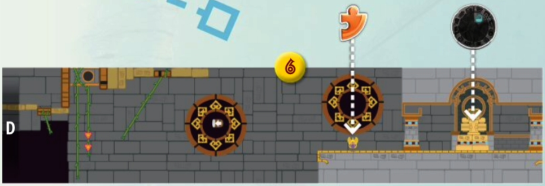
When you reach the rolling platform at Point 1, look for the Puzzle Piece floating to the right. Leap over the spikes to grab the floating Puzzle Piece while the platform continues along the track. Use Diddy Kong's Barrel Jet to help ensure that you're able to land back on the platform. Otherwise, you must perform a perfectly timed Barrel Roll Jump to avoid falling.

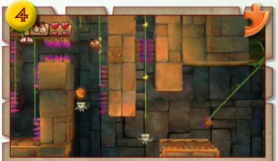
Don't pause on the suspended platforms at point 2. When you land on each platform, the attached ropes burst into flames. Make sure you leave a burning platform before it breaks free and drops off of the map.

Pull the handle at point 3 to find a hidden Puzzle Piece. The nearby spikes swing very low as they sweep over the platform, so timing is important. Jump onto the platform when it's safe, then duck and wait for the spikes to pass over you. Immediately after they do, pluck the handle and duck before the spikes return.

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT | MYSTERIOUS RELIC

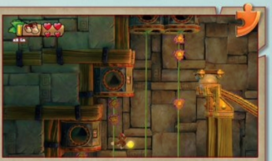






When you reach the vine at point 4, look for the Puzzle Piece floating above the nearby Hootz. Cling to the vine and watch the spikes as they emerge and retract below you. Once you have a sense of the timing, drop through the Puzzle Piece and bop the Hootz to bounce back up to the vine just as the spikes retract. Quickly climb the vine to get clear of the spikes before they emerge.

When you collect the bananas at point 5, a second bunch of bananas appears to the right. There are more items hidden among the vines—collect each item that appears to reveal the next item in the sequence.



Jump between the vines to avoid the falling spikes, and grab the bananas and banana coins as they appear. When you collect all six of the items in the area, a Puzzle Piece appears above the rolling platform to the right.

Stand near the container at point 6 and perform a Ground Pound to reveal the Puzzle Piece hidden within it.

ISLAND 2: AUTUMN HEIGHTS

ISLAND STAGES

NUMBER	NAME	PUZZLE PIECES	SECRET EXIT?
2-1	Windmill Hills	9	No
2-2	Mountain Mania	7	No
2-3	Horn Top Hop	5	No
2-4	Sawmill Thrill	5	Yes
2-5	Alpine Incline	5	No
2-6	Wing Ding	5	No
2-A	Crumble Cavern	7	No
2-B	Rodent Ruckus	5	No
2-Boss	Mountaintop Tussle	0	No
2-K	Bopopolis	5	No

ISLAND 2: AUTUMN HEIGHTS

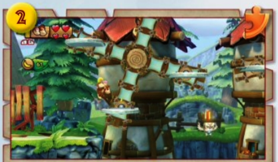
STAGE 2-1: WINDMILL HILLS

STAGE BASICS

Many of the platforms in this stage are attached to windmill blades and spinning gears, so you'll have to land on a lot of moving targets on your way through each area. Also, several rickety platforms can only support your weight for a short time, so don't stop to catch your breath unless you're sure it's safe. The map provides a DX Barrel and a DD Barrel. Use the special abilities of each partner to help ensure that you're able to reach all of the available collectibles.

There's a bonus room hidden behind the shield near your starting location. Hop onto the logs at point 1 and perform a Ground Pound to reveal a handle, then pluck the handle to pull a barrel out of the ground. Move back to your starting location, toss the barrel through the shield, and head through the opening.

Once you arrive in the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears in the center of the area.



When you reach the windmill at point 2, a single banana is floating above one of the attached platforms. There are more bananas hidden in the area. Grab the first banana to reveal the bananas above the next platform, then collect those to reveal the next cluster of hidden bananas. Jump between the platforms and grab the items as they appear. Collect all of the hidden bananas to reveal a Puzzle Piece floating at the center of the rotating platforms.

The first KONG Letter is floating above the Hootz at point 3. Ride one of the nearby platforms until you're above the K, then hop down and grab it. Press and hold the jump button just before you bop the Hootz, then use the bounce to return to a nearby platform. You should have already freed Dixie Kong from the nearby DX Barrel, so use her Helicopter Spin if you need an extra boost during your bounce.

When you reach the windmill at point 4, bop the Tucks patrolling each of the attached platforms. Defeat all four enemies to reveal a hidden Puzzle Piece.

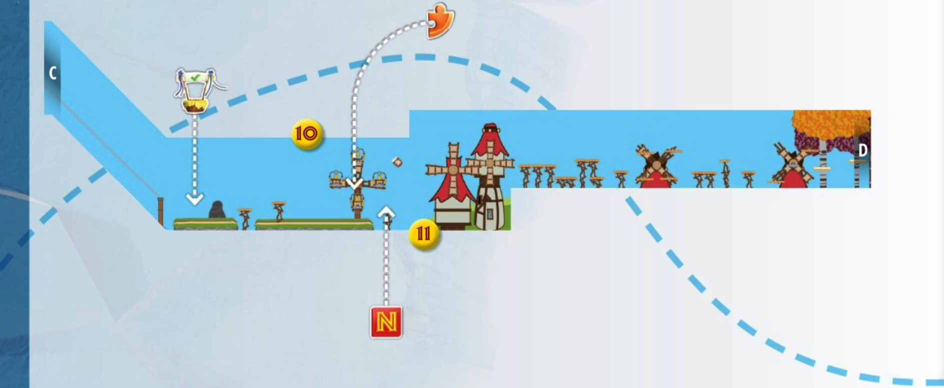
ISLAND 2: AUTUMN HEIGHTS

There's a Puzzle Piece hidden in the tankard at point 5. Defeat the nearby Schnautzel to secure the area, then return to the tankard and perform a Ground Pound to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

Toss an enemy or object into the sandbag at point 6 to find another Puzzle Piece. Use the nearby DD Barrel, or bop and grab the Tuff Tucks patrolling the area to the right. When you destroy the sandbag, the Puzzle Piece drops to the ground.

Perform a Roll Attack through the leaves at point 7 to find a hidden handle, then pluck the handle to reveal the Puzzle Piece below you.

Move onto the loose platform just to the right, then perform a Ground Pound to drop down to the Puzzle Piece.



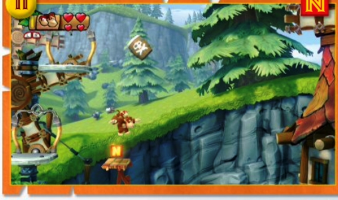
The second KONG Letter is floating at point 8. Use one of the nearby platforms to reach the O on your way through the area.

There are four bells attached to the windmill at point 10. Perform a Ground Pound near each of the bells to reveal the Puzzle Piece hidden between the rotating platforms.

There's a bonus room hidden in the crates at point 9. Make sure you head through the opening before you use the nearby Barrel Cannon.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.

11



The third KONG Letter is floating above the fragile planks at point 11. Ride one of the nearby platforms into range, then hop over and grab the N. The planks can't support your weight for long—jump back to one of the rotating platforms before the planks give way.

12

When you reach the Barrel Cannons at point 12, the last KONG Letter appears in front of you. Watch the nearby windmill blades as they sweep across your path, then launch yourself through one of the gaps to grab the G as you move between the Barrel Cannons.

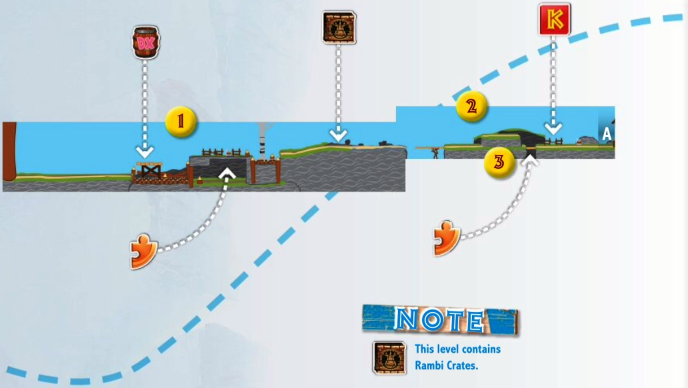
13

When you reach the Barrel Cannon at point 13, pause and watch the nearby windmill blades. The last Puzzle Piece is hovering at the end of these blades—as it moves into your path, launch yourself out of the Barrel Cannon to grab the Puzzle Piece on your way through the area.

STAGE 2-2: MOUNTAIN MANIA

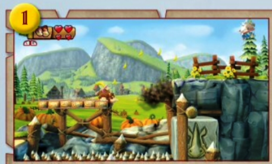
STAGE BASICS

This stage contains some particularly dangerous hazards, but you won't be facing them alone. Use Rambi the Rhinoceros to run across spikes, dash across crumbling platforms, and smash through the obstacles and enemies blocking your path. While riding Rambi, you can still perform jumps and Ground Pounds, and special abilities like Dixie Kong's Helicopter Spin can still be used. The command that normally initiates a Roll Attack, however, will instead cause Rambi to charge a short distance. Combine a series of charge attacks to maintain a high-speed run. You can also press the grab button to dismount Rambi if you'd rather search an area on foot.



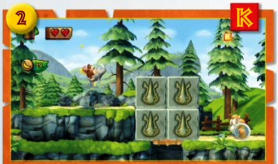
NOTE

This level contains Rambi Crates.



When you reach the gap at point 1, look for the large block marked with a rhinoceros. There's a Puzzle Piece hidden behind this block, but you'll need Rambi's help to collect it. Jump across the gap and continue along the main path until you reach the first Rambi crate. Hop onto the crate and perform a Ground Pound.

After you free Rambi, move back to point 1 and drop down to the spikes. Smash through the block and collect the first Puzzle Piece, then run back across the spikes and return to the main path.



The first KONG Letter is floating high above the main path. To reach it, you must jump from the nearby blocks—make sure you avoid smashing these blocks until after you've collected the K.

ISLAND 2: AUTUMN HEIGHTS

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT

After you collect the first KONG Letter, smash the nearby blocks. Move onto the revealed panel and perform a Ground Pound to find a bonus room.

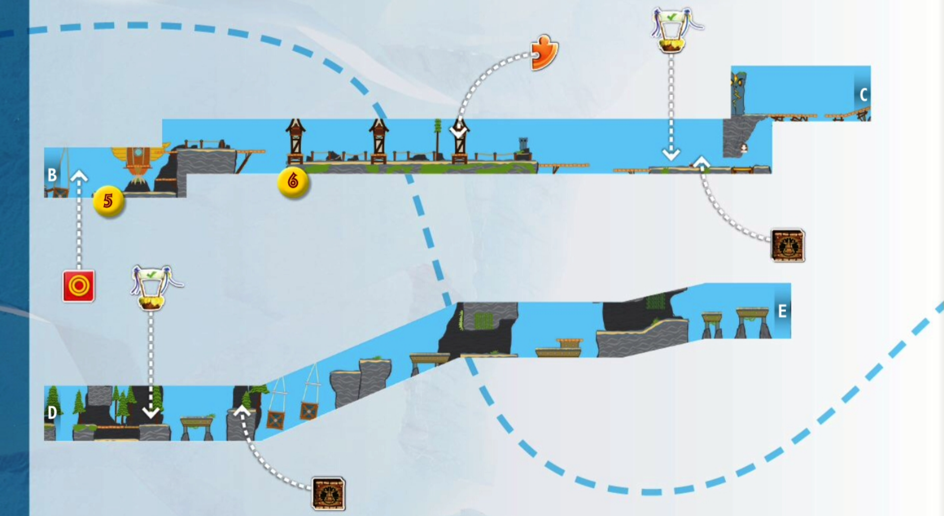
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears in the center of the room.

As you approach point 6, jump up and smash the bell hanging at the top of the tower. As you continue along the main path, jump up to destroy the bells to the right.

Destroy all three of the nearby bells to reveal a hidden Puzzle Piece.

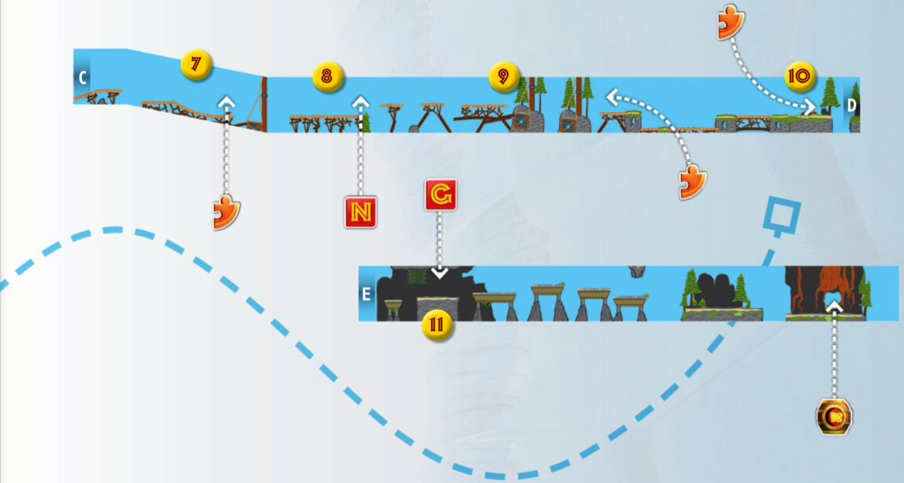
When you reach the platforms at point 4, several bananas appear above you. Jump between the platforms to collect all of the bananas before they vanish. If you succeed, a Puzzle Piece appears above the spikes.

The second KONG Letter is floating at point 5. As you ride the swinging crate across the gap, jump up and grab the O.



There's a Puzzle Piece inside the tankard at point 7. Race to the tankard and perform a Ground Pound to collect this item before the rickety platform is destroyed by falling debris.

The third KONG Letter floats at point 8. Jump up and bop the nearby Walnut to soar through the N, or charge through the enemy and collect the N from below. No matter which method you choose, you must cross the next gap before the platform is destroyed.



9

After you hop onto the swinging crate at point 9, jump up and grab the bunch of bananas floating above you. When the next crate moves into range, leap through the bananas hovering above the nearby Blue Hootz, then hop up and collect the banana coins on the way to the next platform.

If you collect all of the items in the area, a Puzzle Piece appears high above the next platform. Jump up and collect the floating Puzzle Piece when the crate swings into range.

10

When you reach the tankard at point 10, perform a Ground Pound to release a cluster of bananas. Collect all of the bananas before they vanish to reveal another Puzzle Piece.

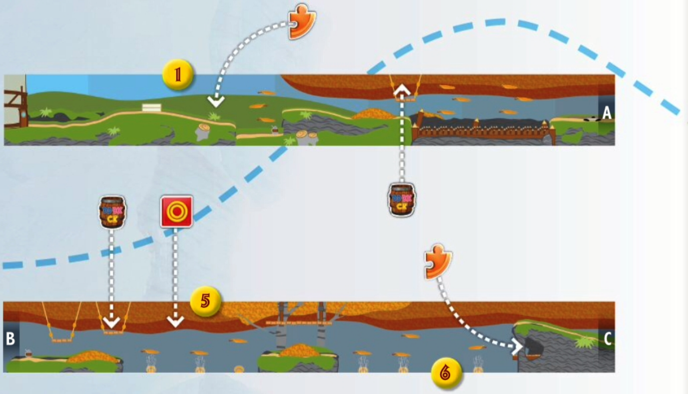
11

The last KONG Letter is floating at point 11. Bop the nearby Cheesy Chester to gain some extra height, or move under the G and jump straight up to collect it as it sinks toward the bottom of the screen. Either way, it's important to grab the KONG Letter and continue across the next gap before the entire platform slips off of the map.

STAGE 2-3:
HORN TOP HOP

STAGE BASICS

To reach the end of this stage, you must hop along falling leaves, ride on bursts of air, and cling to grassy surfaces. You'll encounter some well-equipped enemies along the way, so make sure you choose the correct attacks to overcome their defenses. Avoid rolling into spears or shields, and never jump on an enemy that wears a horned helmet—knowing when to bop an enemy or when to use a Roll Attack will help ensure that you reach the end of the stage. This map contains multiple Buddy Barrels. All three partners can be useful, but Diddy Kong's Barrel Jet is particularly helpful during item collection and some of the trickier jumps.



The first Puzzle Piece is stashed in the sandbag at point 1. To free it, bop the nearby Tuff Tucks, then grab it, jump into range, and toss the dazed enemy through the sandbag.

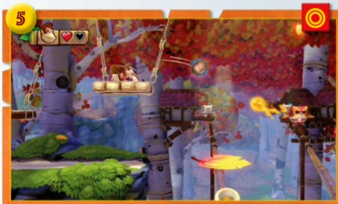
As you move through the stage, look for the horns buried along the main path. Each gust of air can launch enemies or objects out of the ground. Airborne enemies can hinder your progress, but they can sometimes be used to reach floating objects. Occasionally, a horn produces enemies and collectible items on alternating bursts.

The first KONG Letter is floating at point 3. Wait for the nearby horn to blow, then hop into the burst of air. Use the air to reach the K, then hop onto the nearby platform—just make sure you avoid the nearby Painguin Tucks's spear when you do.

ISLAND 2: AUTUMN HEIGHTS

Defeat the Schnautzel at point 4, jump up, and cling to the grassy surface above you. Move to the left and climb up the side of the tree branch.

As you approach the end of the branch, a Puzzle Piece appears on the platform to the left. Jump over and collect this valuable item before you move on.



The second KONG Letter is hovering just past the platform at point 5. It's easy enough to reach the letter, but making a safe landing can be fairly difficult. Stand by the Buddy Barrel and watch it rotate. When it becomes a DD Barrel, grab it and throw it at Hot Hootz to the right. Once the enemy is defeated and Diddy Kong is free, Barrel Roll Jump from the edge of the platform to launch yourself through the O. After you grab the KONG Letter, use Diddy Kong's Barrel Jet to make a controlled landing on one of the nearby platforms.

When you reach the leaf at point 6, look for the wooden ledge jutting out of the rocks to the right. Leap across to the ledge, then follow it into the rocks to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the room.

The third KONG Letter is floating at point 7. To collect it, bop the nearby Tuffton and bounce up to collect it. If you grab the N on your first attempt, just continue bopping the enemy as it flies upward. The Tuffton's helmet protects it from your attacks, so you can stay in this location as long as needed.

When you reach point 8, perform a Roll Attack to scatter the pile of leaves. Make sure you roll clear through the leaves—once they scatter, a Pointy Tucks emerges from a buried horn. Turn back and wait for the Pointy Tucks to drop back into the horn, then grab the Puzzle Piece that appears in the next gust of air.

The last KONG Letter floats above the horn at point 9. Stand near the horn and watch the enemies and items that appear on each burst of air. Once you have a sense of the timing, hop onto the horn and jump up just before a Tucks pops out. Bop the enemy and bounce up to grab the G.

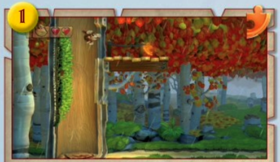
There's a hidden Puzzle Piece just above the circular platform at point 10. To collect it, you must cling to the platform and collect all of the bananas floating around it. Avoid the Lemmington that's patrolling the platform, or move to the bottom of the platform and perform a Ground Pound just before the enemy reaches you.

After you collect all of the bananas, climb to the top of the platform and collect the revealed Puzzle Piece.

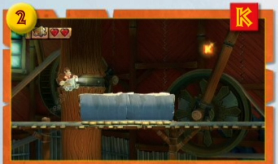
Stage 2-4: Sawmill Thrill

STAGE BASICS

On your way through this stage, you'll use Mine Carts and cut lumber to race along a variety of terrain. The tracks will only carry you so far. Be prepared to pass through sliced logs and leap onto falling debris. The map's flooded segments provide new challenges. When it's not possible to hop over an obstacle, you'll need to pass under it—when you jump from the surface of the water, the force of your landing results in a short dive. Dipping under the water also allows you to collect submerged items, access a bonus room, and reach the map's secret exit.



When you begin the stage, enter the hollow tree to the left. When you do, the bark vanishes to reveal a grassy surface. Climb to the top of the grass and leap to the nearby platform to collect a Puzzle Piece.



The first KONG Letter is floating just past the split log at point 2. Leap from the end of the log to collect the K as you return to the track.

Avoid jumping onto the platform at point 3. Instead, stay on the track and duck into the Mine Cart to pass under the platform and through the nearby Puzzle Piece—just make sure you jump over the upcoming saw blades.

ISLAND 2: AUTUMN HEIGHTS

The second KONG Letter hovers above the platform at point 4. If you've been leaping across the nearby platforms, just drop down and grab the O. Otherwise, make sure you jump up and collect it before you return to the lower path.

The third KONG Letter appears under the water as you approach point 5. Jump up and dive into the water just before you reach the nearby Puffton to grab the N. When you return to the surface, jump back onto the track above you and continue to the next area.

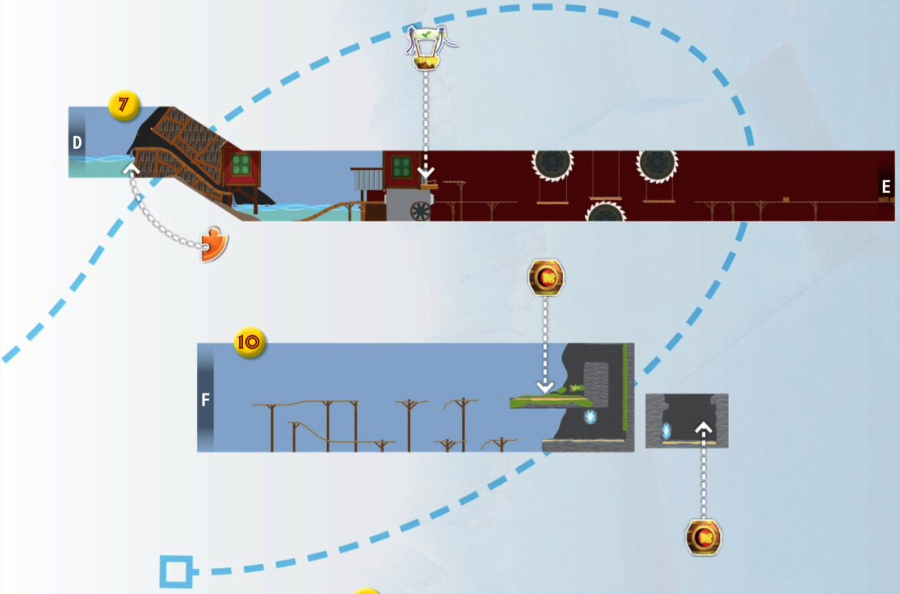
There's a Puzzle Piece behind the window at point 6. Instead of ducking under the spikes, jump up to grab the Puzzle Piece as you pass through the structure.

As you approach the Puffton at point 7, jump up and dive into the water to pass under the enemy and into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the room.

The map's last Puzzle Piece floats high above the track. Instead of jumping over the block at point 8, hop onto it and leap to the next platform to pass above the spikes. Jump from the end of the platform to collect the Puzzle Piece before you return to the track.

The last KONG Letter is floating under the track at point 9. To traverse this area, you must jump along bits of falling debris. Stay on the last piece of debris until it passes under the G, then jump up to collect the KONG Letter on your way into the next area.



To reach the stage's secret exit, you must take the lower path toward the end of the map. Instead of jumping across the gap at point 10, allow the Mine Cart to roll right off the end of the track. As you fall, press and hold the jump button until you bop the Puffton below you. The resulting bounce should allow you to reach the lower tracks.

Ride along the lower tracks until you reach the blue portal at the end of the map. Jump through the portal and strike the Slot Machine Barrel in the hidden room to unlock stage 2-A: Crumble Cavern.

Stage 2-5: Alpine Incline

STAGE BASICS

To reach the end of this map, you must navigate a winding path composed of floating platforms and flying enemies. Dixie Kong's Helicopter Spin can be very helpful, so make sure you take advantage of the map's DX Barrels. Many of the platforms and enemies are in constant motion—if you don't see a way forward, take a moment to see if a serviceable foothold floats into range.

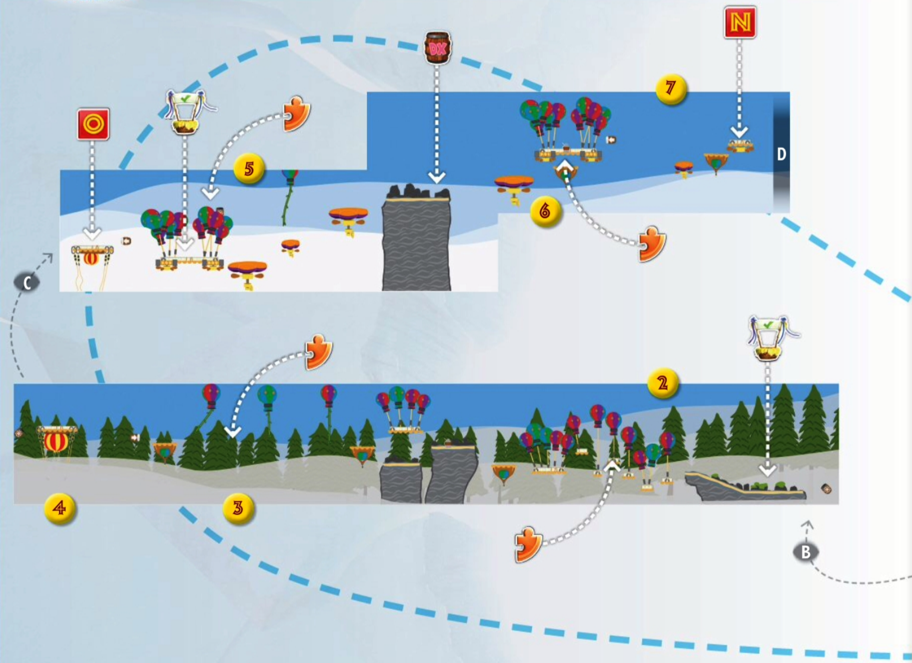
The first KONG Letter floats at point 1. As you approach this area, two Soaries come flying in from the right. Bop each Soary to launch yourself up to the K before the enemies move out of position.

There are several hidden bananas scattered across the platforms at point 2. Collect the visible banana on the first platform to reveal the next two bananas in the sequence. Hop between the platforms and collect the bananas as they appear to reveal a Puzzle Piece near the center of the area.

When you reach the vines at point 3, drop down and bounce along the Tufftons to collect the banana coins floating above them. When you collect all three banana coins, a Puzzle Piece appears. Use the vines to reach it before you continue through the stage.

When you reach point 4, perform a series of Ground Pounds to rupture the balloon below the platform to continue to the next area.

The second KONG Letter appears as the platform approaches the end of its path. When the platform stops moving, jump up and grab the O, then hop into the nearby Barrel Cannon. The platform drops out of the stage when its balloon is fully deflated—make sure you move on before it does.



5

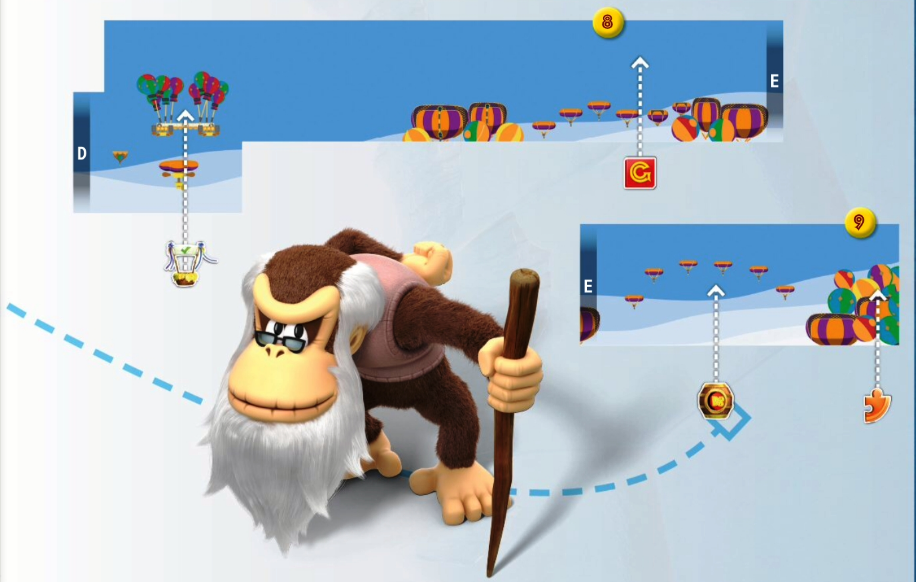
There's a Barrel Cannon hidden in the balloons at point 5. Use the nearby vine to reach the Barrel Cannon, then hop in to launch yourself into a bonus room.

Once you reach the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears at the center of the room.

6

A Puzzle Piece floats under the large platform at point 6. Use the smaller platform roaming near the bottom of the screen to slip under the main path. When you're directly under the Puzzle Piece, jump straight up to grab it and return to the main path.

ISLAND 2: AUTUMN HEIGHTS



The third KONG Letter is on a platform at point 7. Simply jump up and grab it on your way through the area.

The last KONG Letter hovers at point 8. Avoid the Soaries flying through the area as you bounce along the moving platforms. When one of the platforms floats into position, jump up and collect the G.

Before you drop and hit the Slot Machine Barrel, continue across the platforms and enter the bonus room at the end of the map.

Once you enter the bonus room, you have 30 seconds to collect the available bananas. Launch yourself between the rotating Barrel Cannons to grab any bananas between them. If you successfully collect all of the bananas, a Puzzle Piece appears in the center of the room.

STAGE 2-6: WING DING

STAGE BASICS

The bells scattered around this map are essential to your progress. Whenever you reach a bell, perform a Ground Pound to ring it. Doing so can shatter barriers, reveal secret items, and drop zip-lines into place. Passing by a bell without ringing it often results in a costly fall, so stay alert! You can reach all of the collectible items without help, so just choose your preferred partner from the available Buddy Barrels.

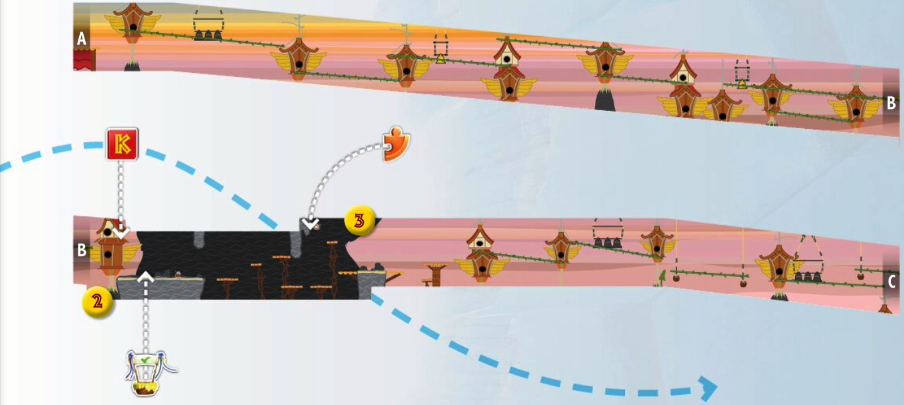
When you reach the door at point 1, use the nearby Buddy Barrel or a Roll Attack to smash through the barrier. Move onto the loose panel and perform a Ground Pound to drop into the area below you, then collect the bananas to the left to reveal a Puzzle Piece.

The first KONG Letter is floating at point 2. Jump from the end of the zip-line to collect the K on your way to the next platform.

There's a Barrel Cannon hidden at point 3. To reach it, follow the main path until the Archy to the right attacks, then move back toward the tall platform to the left. Jump up and bop one of the Archy's fish to bounce up to the platform, then hop into the Barrel Cannon to launch yourself into a bonus room before the planks give way.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the room.

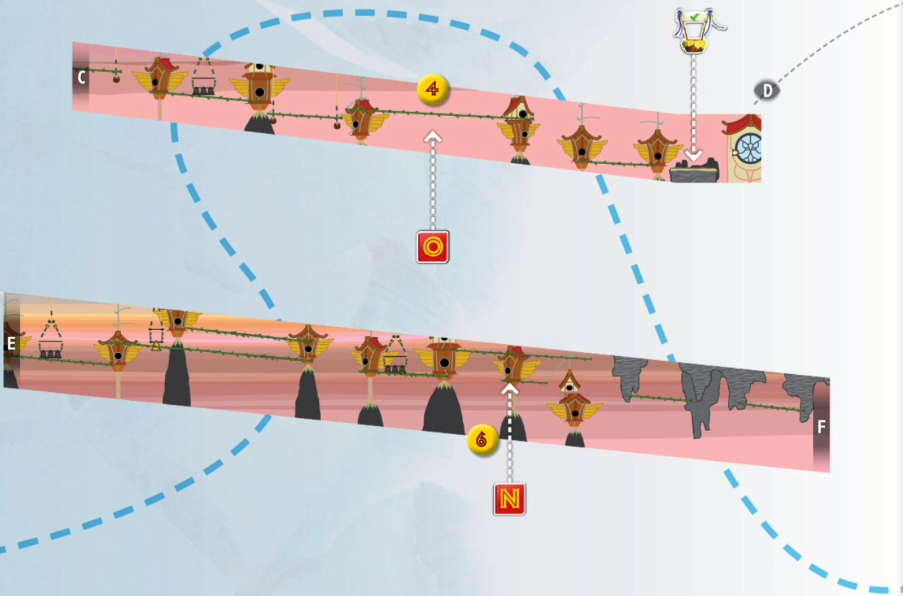
ISLAND 2: AUTUMN HEIGHTS



The second KONG Letter hovers above the Puffton at point 4. As you approach this enemy, drop down to grab the O, then bop the Puffton and bounce back up to the zip-line.

When you reach the tankard at point 5, walk off of the ledge and drop to the platform below you. Wait until the platform crumbles, then run to the left to find a bonus room behind the waterfall.

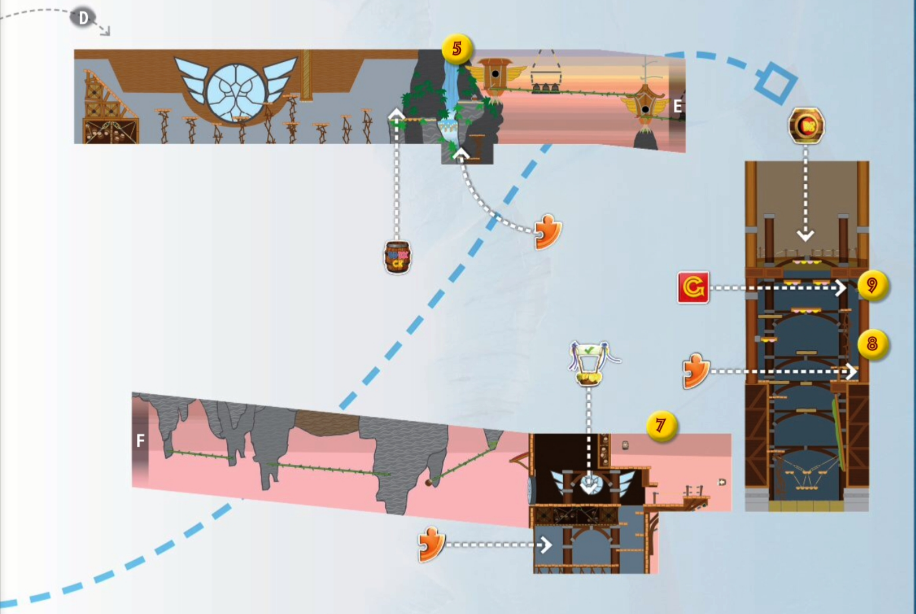
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.



The third KONG Letter is at point 6. As you slide through the area, drop to the lower zip-line to collect the N, then jump back to the upper zip-line to continue through the area.

Use the small platform at point 7 to reach a hidden Barrel Cannon, then hop inside to launch yourself to a secret area below you.

When you land, a Puzzle Piece appears to the left. The planks at the bottom of the area are very fragile, so don't run along the platform. Instead, perform a series of jumps on your way to the Puzzle Piece to minimize the damage to the platform. After you collect this item, turn back and hop along the remaining planks, then return to the main path.



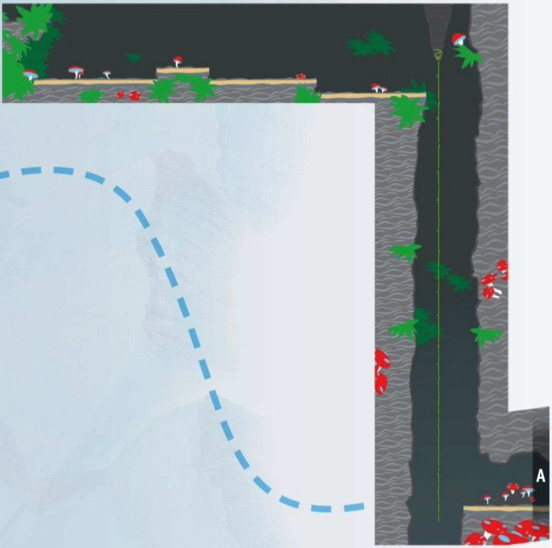
As you race to stay ahead of the crumbling platforms, hop onto the loose panel at point 8 and perform a Ground Pound to find a Puzzle Piece in a small hidden area.

The last KONG Letter hovers above at point 9. Hop on the platform below it, then jump straight up to collect the G. The platform begins to crumble when you touch it, so you'll have to find another place to land. If you have Diddy Kong or Dixie Kong as your active partner, use the available jumping skill to reach the awning to the left. Otherwise, steer your fall to the right, then hurry back up along the available platforms.

STAGE 2-A: CRUMBLE CAVERN

NOTE

To unlock this map, you must find the secret exit in stage 2-4: Sawmill Thrill.



STAGE BASICS

In addition to teetering platforms and mobile Barrel Cannons, this stage contains some particularly fragile vines. Green vines are healthy enough to support your weight, but any vine with a brown tint will break loose as soon as you cling to it—when this happens, leap to the nearest vine, platform, or flying enemy to avoid a costly fall. As you progress through the map, beware of falling stalactites. Once the cavern begins to collapse, it's important to keep moving.

1

There's a Puzzle Piece on the ledge at point 1. As you pass under the ledge, bop the Tucks ahead of you and bounce up to the nearest vine, then climb to the top of the vine and leap across to the Puzzle Piece.

TIP

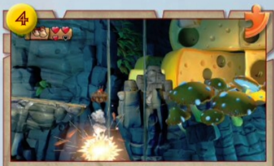
If you defeat the Tucks without clinging to the vine, hop onto the teetering platform to the right. When the platform tilts toward the vines, jump up and leap across the vines to reach the Puzzle Piece.

2

The first KONG Letter is between the vines at point 2. Bop the nearby Fluff and bounce up to the vines, or use the teetering platform to the right. Once you reach one of the vines, jump through the K to collect it before you move on.

Bop the Tuff Tucks at point 3, then grab the stunned enemy and leap to the next platform.

Stop just before you reach some Cheesy Chesters patrolling the main path. Jump up and throw the Tuff Tucks through the sandbag above them to reveal another Puzzle Piece.



There's a secret Barrel Cannon floating at point 4. Drop down between the platforms to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears at the center of the area.

5

Collect all of the bananas at point 5 to reveal a Puzzle Piece. As the Barrel Cannon sweeps back and forth across the area, you must launch yourself up through each group of bananas. As long as you avoid launching yourself into the next Barrel Cannon, you can take as much time as you need to accomplish the task.

6

When you reach the green vine at point 6, look for the KONG Letter to the right. Climb up toward the cavern ceiling, then leap along the brown vines and drop through the O. Bop the Hootz below you and leap along the remaining vines to reach the next platform.

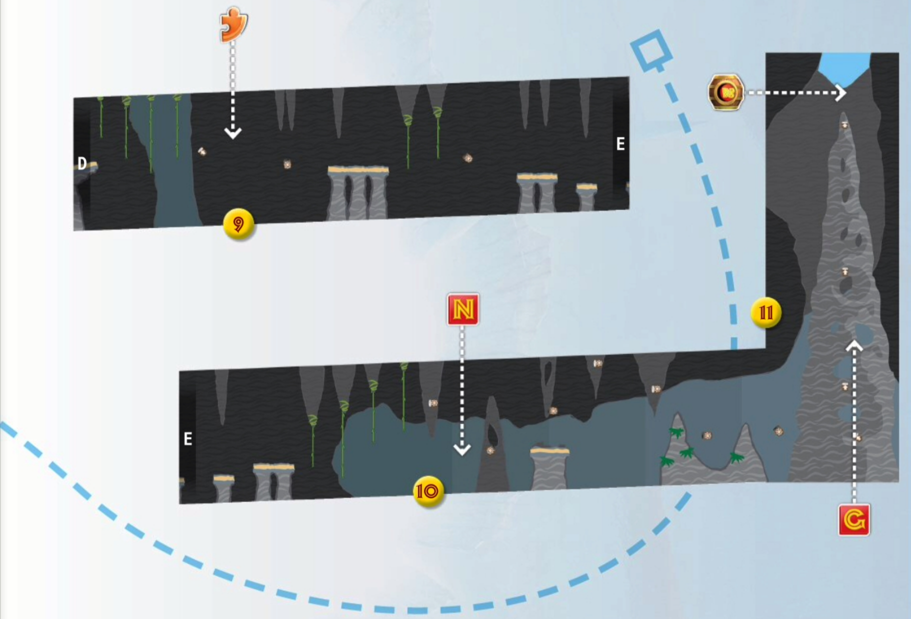
7

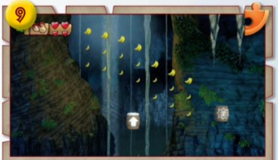
The Barrel Cannon at point 7 tilts back and forth between two similar paths. When it tilts upward, launch yourself out of the Barrel Cannon to take the higher path. The path splits again when you reach several Barrel Cannons floating behind a large rock formation. The partially hidden Barrel Cannon at the top of the screen leads to a bonus room. Launch yourself into the Barrel Cannon at the center of the rock formation, then launch yourself straight up to the appropriate barrel.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

8

A Puzzle Piece floats at point 8. Climb the nearby vines and drop through the Puzzle Piece to collect it before you move on.





Collect all of the bananas at point 9 to reveal a Puzzle Piece. As the Barrel Cannon sweeps through the area, launch yourself into the air to collect any bananas above you. Avoid entering the next Barrel Cannon until you've collected all of the bananas and the resulting Puzzle Piece.

When you reach the Barrel Cannon at point 10, the attached stalactite breaks loose from the ceiling. As you fall, look for the KONG Letter to the right. Launch yourself through the N and into the next Barrel Cannon before you fall off of the map.

The last KONG Letter appears along the giant stalagmite at the end of the map. As the Barrel Cannon sweeps through the area, launch yourself up through the G to collect it.

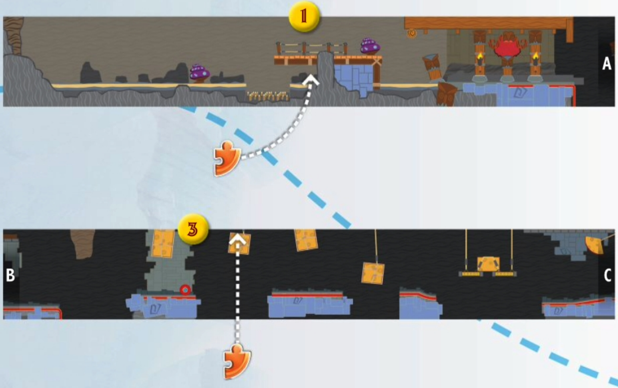
STAGE 2-B:
RODENT RUCKUS

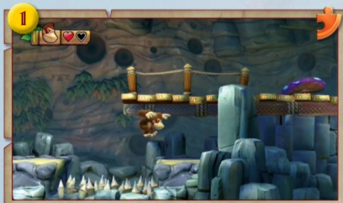
NOTE

To unlock this map, you must complete stage 2-A: Crumble Cavern.

STAGE BASICS

You'll spend most of your time in this stage piloting a Rocket Barrel. You can't alter this vehicle's speed, but you can control your altitude. Hold the jump button to raise the Rocket Barrel, and release the button to lower it. With a bit of practice, you should be able to keep the Rocket Barrel fairly steady. Avoid the enemies and obstacles that appear in your path until you reach the end of the map.



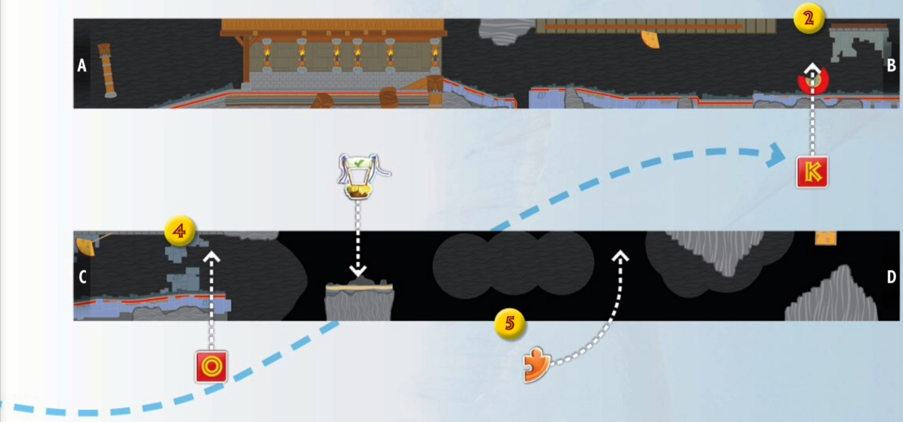


There's a bonus room hidden behind the rocks at point 1. Hop over the spikes, then follow the path to the right to head inside.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears at the center of the area.

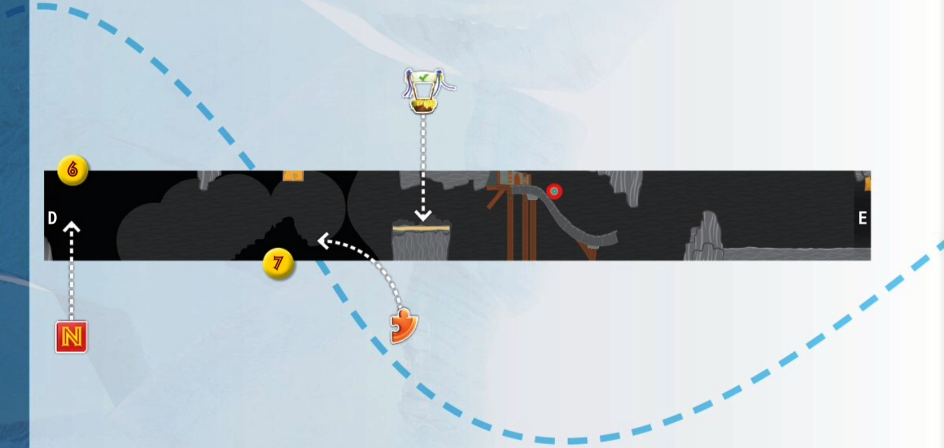
The first KONG Letter hovers at point 2. Fly above the cheese wheel rolling along the ground, then swoop down and grab the K. The space left by the cheese wheel's missing wedge should allow you to accomplish the task without crashing the Rocket Barrel.

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT



As soon as you pass under the tall cheese block at point 3, steer the Rocket Barrel toward the top of the screen. When the next cheese block drops into place, a Puzzle Piece appears above it—make sure you're in position to grab it as you continue through the area.

As you approach the KONG Letter at point 4, you must drop low to avoid a wedge of cheese swinging from the ceiling. Stay near the bottom of the path until the cheese breaks free and passes over your head. When it does, activate the thrusters to swoop up and grab the O.



5

As you pass through the spotlight at point 5, collect all of the available bananas. If you succeed, more bananas appear ahead of you.

Follow the trail of bananas clear through the third spotlight to reveal a Puzzle Piece, then activate the Rocket Barrel's thrusters to swing up and grab it. The Puzzle Piece only appears if you collect every banana in the area, so make sure you're in position as you approach the first spotlight.

6

As you approach point 6, look for the KONG Letter floating in the spotlight. Stay near the top of the screen until you pass over the nearby Cheesy Chester, then swoop down and grab the N. The spotlight moves as you approach, so you'll have to remember exactly where the KONG Letter is located.

7

The Cheesy Chester at point 7 leaps up as you approach. Stay near the top of the screen until you pass over the enemy, then drop down and collect the Puzzle Piece floating just past the rocks.

8

The last KONG Letter floats at point 8. You'll have to dodge several obstacles during your approach, but make sure you're in position to collect the G by the time you reach it.

9

After the Rocket Barrel crashes near the Slot Machine Barrel, move to the right and Barrel Roll Jump from the edge of the platform to find the Puzzle Piece at point 9.

Stage 2-Boss: Mountaintop Tussle

The Approach

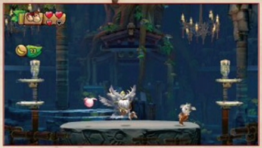
To complete this stage and unlock the next island, you must defeat a giant owl named Skowl, the Startling. Select your preferred partner from the Buddy Barrel near the starting point, then follow the path to the right and begin the encounter.

Phase 1

Over the course of the battle, Skowl, the Startling utilizes a variety of attacks. To increase your odds of recognizing and countering each attack, it's generally best to keep your distance from the giant owl. When Skowl throws his feathers, for example, stand on the opposite end of the main platform until the feathers spread out, then hop through one of the gaps and wait for the next attack.

When Skowl, the Startling spins along the top of the screen, watch for the eggs he drops onto the main platform. Move out from under any incoming eggs. When each egg lands, the Hootz inside it hatches. Move quickly to bop the nearest Hootz, then grab the stunned enemy.

If you manage to grab a Hootz near the beginning of the attack, dodge any additional enemies or eggs as you move away from the giant owl. Jump up along the hinged platforms, then throw the dazed enemy at Skowl, the Startling. The hinged platforms will only hold your weight for a short time, so be quick. If Skowl isn't moving toward you by the time you're in position, leap toward him and attack from the air.



If you grab a Hootz toward the end of an egg attack, stay on the main platform and wait for Skowl to move toward the bottom of the screen. Shortly after he does, he attacks with his talons. Toss the dazed Hootz into Skowl as he approaches.

TIP

You can only interrupt Skowl's talon attack if you're holding a dazed Hootz. If you're unarmed when the giant owl flies down to the bottom of the screen, duck under his attack or use the hinged platforms to move above it.

During the battle's first phase, Skowl, the Startling also attacks by throwing spiked chunks of ice. During this attack, Skowl throws each chunk of ice to the far side of the room. Move to the center of the main platform, then jump over each chunk of ice as it rolls toward you.

Dodge the giant owl's attacks and take every opportunity to throw a dazed Hootz at him. When you land three successful hits, Skowl becomes enraged and leaves the area. Hop into the Barrel Cannon that appears to follow Skowl and begin the battle's next phase.

PHASE 2

The battle's second phase takes place on a large platform flanked by Barrel Cannons. During this phase, Skowl, the Startling utilizes some new attacks. When he uses his wings to create a powerful wind, several freshly hatched Hootzes sweep through the area. Bop the first Hootz as it approaches, then grab the dazed enemy. Jump up and bounce along the next three Hootzes, then leap into the air and throw the dazed enemy at Skowl, the Startling.

If you aren't able to hit Skowl while he's in the air, bop the last Hootz as it flies across the platform, then grab the dazed enemy and wait for the giant owl to fly down toward you. Throw the dazed Hootz at Skowl before he has a chance to complete his talon attack.

During this phase of the battle, Skowl, the Startling modifies his feather attack. Instead of firing off a spreading arch, he flies overhead and drops a line of feathers directly onto the platform. When this attack starts, run away from the feathers and hop into the available Barrel Cannon just before the attack ends. By the time you return to the platform, the area should be clear.

Skowl, the Startling also modifies his egg attack during the battle's second phase. Instead of dropping the eggs straight to the platform. Skowl hovers in a single spot and lobs each egg toward you. Dodge the eggs as they fall, and try to bop each Hootz as it hatches. If a Hootz breaks completely free from its egg, a single bop will defeat it. However, if a Hootz emerges with part of the shell on its head, bopping it will simply daze it. Once you daze a Hootz, grab it and survive the rest of the attack.

CAUTION

If you fail to defeat a hatched Hootz, it flies straight toward you. Jump up to bop or dodge these enemies as they approach.

When he's done throwing eggs, Skowl, the Startling moves into position for a talon attack. Hit him with a dazed Hootz to counter his attack. Skowl spends the rest of the phase cycling through these attacks—use the established tactics to stay healthy, and attack each time the giant owl is vulnerable. When you land three successful hits, Skowl flees the area. Enter the Barrel Cannon that appears above the main platform to begin the battle's final phase.

PHASE 3

The battle's third and final phase takes place on a platform above the clouds. Once again, Skowl, the Startling uses modified versions of his basic attacks. During each feather attack, for example, he launches his feathers in three distinct bursts. Each cluster of feathers expands as it moves through the area, so it's important to identify safe locations as quickly as possible. Avoid any incoming feathers until Skowl switches attacks.

During this phase of the battle, Skowl also summons squadrons of specially equipped minions. This attack consists of three waves, and each wave splits into two separate groups. During the first two waves of this attack, simply move to avoid the enemies as they land on the platform.

During the attack's final wave, two of the minions are wearing eggshells instead of horned helmets. Bop one of these enemies, then grab it and survive the rest of the attack. When Skowl, the Startling flies down toward the platform, throw the dazed Hootz at him to interrupt his talon attack.

Skowl's egg attack is very different from the versions in the battle's first two phases. When Skowl flies straight up and off the screen, you must dodge the giant eggs that come crashing down to the platform. A puff of tiny feathers appears just before each egg drops—if one of these puffs appears directly above you, move quickly to get clear of the incoming egg.

The first few eggs each contain three of Skowl's minions. After one of these eggs shatters, adjust your position to avoid these smaller enemies as they bounce away from the point of impact.

Over the course of this attack, five giant eggs drop down to the platform. The first four eggs contain smaller enemies, but the fifth egg contains Skowl, the Startling. When this egg shatters, Skowl's helmet is knocked from his head. Jump up and bop the dazed owl before he recovers.

During this phase of the battle, Skowl also utilizes his ice attack. Move to the center of the platform when Skowl initiates this attack, then jump over each chunk of ice as it approaches.

Avoid the incoming attacks and take every opportunity to damage Skowl, the Startling. Hit him three times during this phase to trigger the battle's finale. Follow the on-screen prompts to end the encounter with a punishing melee combo. After you complete stage 2-Boss: Mountaintop Tussle, you automatically travel to stage 3-1: Grassland Groove.

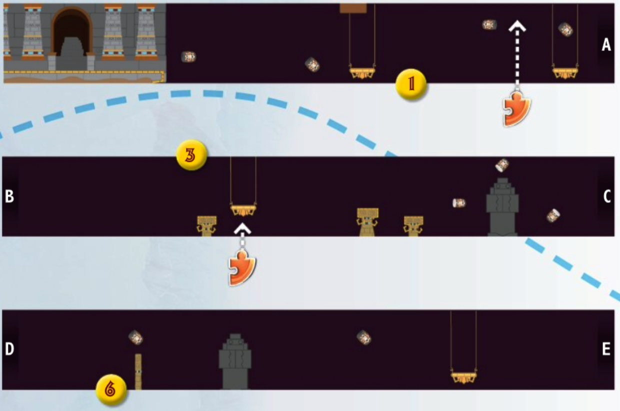
STAGE 2-K: BOPOPOLIS

NOTE

To unlock this stage, you must collect all of this island's available KONG letters.

STAGE BASICS

This temple stage contains very few stable footholds. Large sections of this map can only be crossed by bouncing along a series of enemies, and most of the available platforms break loose when you touch them. You won't have many chances to catch your breath, so you'll have to identify potential landing spots just before you make each jump. Remember that you can bop larger enemies like Pufftons and Waldoughs three times before they vanish. Doing so not only provides you with a little extra time to plan your next few jumps, it also allows you to stay put while roaming enemies or platforms move into range.



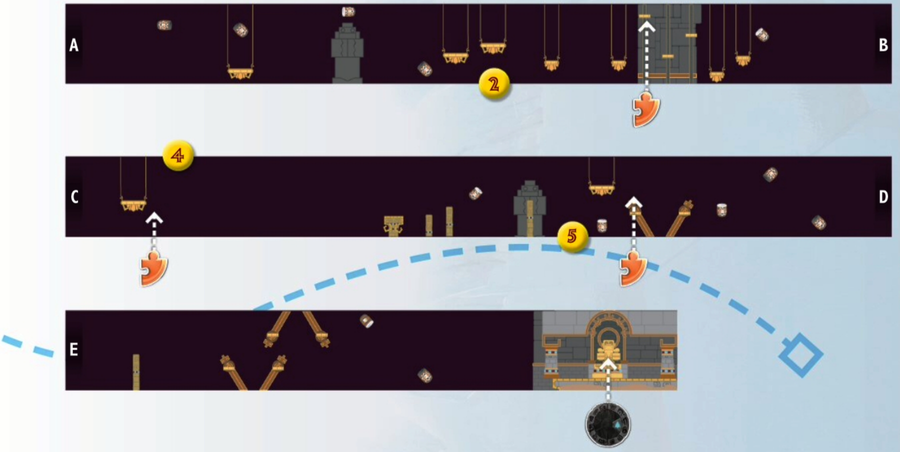
As you move across the enemies at point 1, make sure you grab the bananas above them. If you succeed, a Puzzle Piece appears to the right. Bop the Puffton and enter the Barrel Cannon to launch yourself through the Puzzle Piece and onto the next platform.

As soon as you reach the platform at point 2, perform a Barrel Roll Jump to launch yourself across the gap and onto the Archy to the right. This risky maneuver allows you to reach the next Puzzle Piece before it moves off of the screen.

After you bop the Archy, bounce to the next platform, and jump through the Puzzle Piece before it moves off-screen. You must move very quickly to ensure that you have a safe place to land.

When you reach the platform at point 3, you must perform a delayed Barrel Roll Jump to collect the Puzzle Piece to the right. Roll straight off of the platform, then press the jump button just before you reach the Puzzle Piece to grab it as you leap onto the nearby Puffton.

ISLAND 2: AUTUMN HEIGHTS



When you reach the platform at point 4, stop and wait for it to break loose.

As the platform falls, a Hootz flies up from the bottom of the screen. Jump off of the platform as it gives way, then bop the newly arrived Hootz to collect the Puzzle Piece on its head.

As you bounce toward the Barrel Cannon at point 5, look for the Puzzle Piece that appears on the rotating platforms to the right. The Barrel Cannon launches you straight into the air, so you must drop from your landing spot, grab the Puzzle Piece, and bop the nearby Tucks to bounce to the next platform. You must move very quickly to collect the Puzzle Piece before it moves off-screen, so be ready!

When you first reach the Waldough at point 6, the upcoming platforms are still moving into position. Make sure you bop the Waldough at least two times to ensure that your landing spot is in place before you continue.

Island 3: Bright Savannah

Island Stages

NUMBER	NAME	PUZZLE PIECES	SECRET EXIT?
3-1	Grassland Groove	9	No
3-2	Baobab Bonanza	7	No
3-3	Frantic Fields	5	No
3-4	Scorch 'N' Torch	7	No
3-5	Twilight Terror	5	Yes (×2)
3-6	Cannon Canyon	5	No
3-A	Rickety Rafters	5	No
3-B	Bramble Scramble	7	No
3-Boss	Triple Trouble	0	No
3-K	Precarious Pendulums	5	No

ISLAND 3: BRIGHT SAVANNAH

STAGE 3-1: GRASSLAND GROOVE

STAGE BASICS

As you move through this stage, the platforms bob and sway along with the music. Time each jump to ensure that you can reach your intended landing spot. Many of the map's items and platforms are hidden under dried grass—Roll Attack through these patches of brown grass to reveal whatever's beneath them. Diddy Kong, Dixie Kong, and Cranky Kong can all be very helpful, so just choose your preferred partner from each of the map's Buddy Barrels.

1

There's a Puzzle Piece hidden near the platform at point 1, so don't leave the area until you've collected it. Jump up and collect the banana on the platform to force a flying banana out of hiding.

When the flying banana appears, move to the right and drop down to the main path. As the flying banana circles the area, jump up and collect the bananas trailing behind. Grab all of these bananas before they leave the area to reveal the map's first Puzzle Piece.

2

The first KONG Letter is floating at point 2, high above a patch of brown grass. Perform a Roll Attack through the grass to reveal a hidden platform, then use the platform to reach the K before you move on.

3

Brown grass hides a Puzzle Piece at point 3. Perform a Roll Attack to destroy the grass and defeat the patrolling Pointy Tucks. When the platform is clear, pluck the revealed handle to free the Puzzle Piece from the ground.

4

When you reach the platform at point 4, jump up and cling to the grassy surface above you. Move left and climb up to the large flower hidden high above the main path, then perform a Ground Pound to free the Puzzle Piece trapped inside of it.

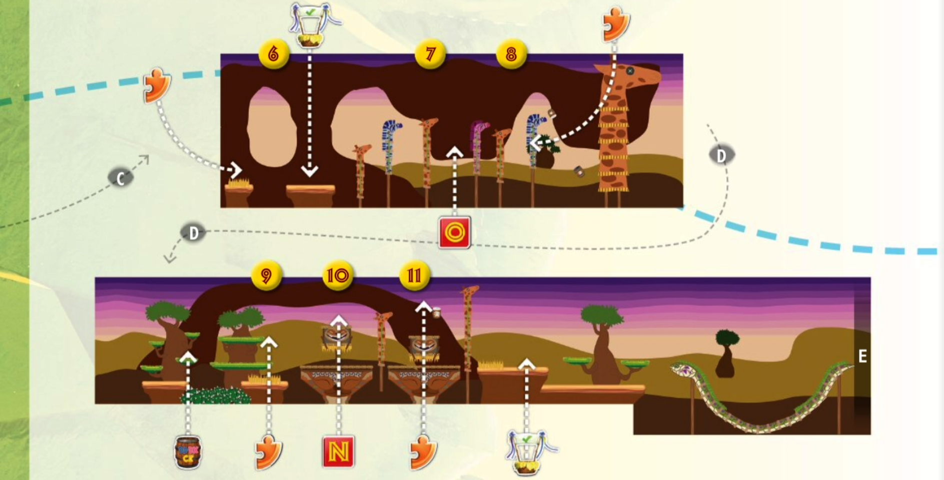
ISLAND 3: BRIGHT SAVANNAH

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT

There's a hard-to-spot Barrel Cannon floating at point 5. As you use the grassy surface to cross this gap, drop into the Barrel Cannon and launch yourself across the area and through a Puzzle Piece.

When you reach the checkpoint at point 6, perform a Barrel Roll Jump to reach the brown grass to the left. After you land, move to the platform's left edge, then turn back, roll through the grass, and jump back to the checkpoint. Once the grass is destroyed, a Puzzle Piece appears in its place. Barrel Roll Jump back across the gap to collect it before you continue.

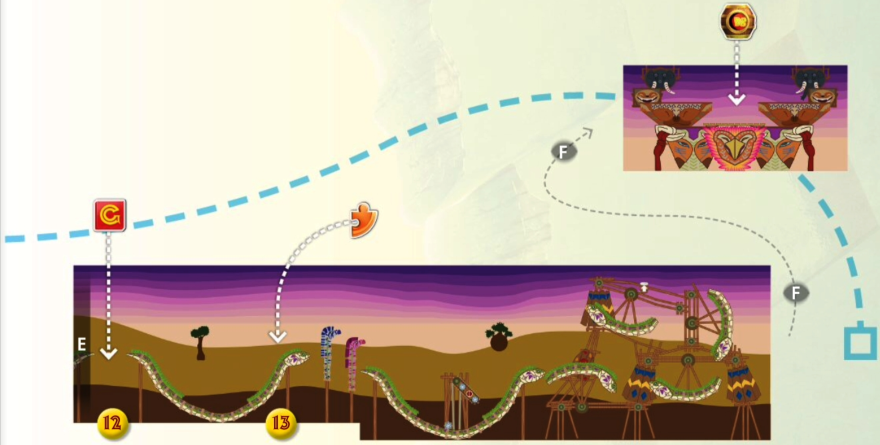
The second KONG Letter appears and vanishes in time with the music. Before you leap between the giraffes at point 7, wait for the O to launch up from the bottom of the screen. Jump through the KONG Letter before it drops back off-screen, then continue across the giraffes.



Collect all of the bananas at point 8 to reveal another Puzzle Piece. To accomplish this, you must cling to the giraffe that sweeps back and forth across the area. During each pass, slide up or down to adjust your position and collect any bananas you haven't yet snagged.

Jump up to the platform at point 9, then collect all of the nearby bananas to reveal a Puzzle Piece to the right. As you do, make sure you dodge the spiked roller that moves back and forth across the platform.

The third KONG Letter floats at point 10. If you have an active partner, use his or her special jumping ability to reach the N. If not, perform a well-timed Barrel Roll Jump to collect the KONG Letter as it moves into range.



11

Two additional giraffes are hiding near point 11. To reveal them, roll through the brown grass growing beneath the bobbing platforms. Climb the giraffe that appears just past point 11, then leap into the nearby Barrel Cannon to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

12

The last KONG Letter hovers at point 12. Wait for the platforms to rise, then drop through the G as they begin to descend. Bop the Puffton beneath you and bounce to the next platform. If needed, bop the Puffton up to three times while the platforms finish moving into position.

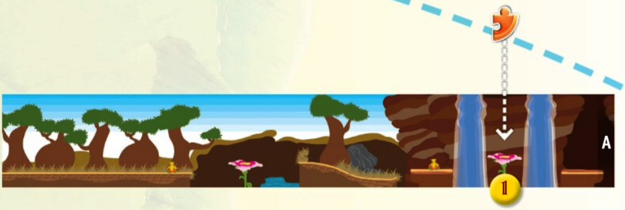
13

As you approach point 13, a flying banana appears. Collect all of the bananas it drags through the area to earn another Puzzle Piece.

STAGE 3-2: BAOBAB BONANZA

STAGE BASICS

The giant flowers scattered throughout this stage react to your weight. When you stand at the edge of one of these special platforms, it tilts in the corresponding direction. Use this behavior to move toward hard-to-reach items and footholds, but be careful! If you allow a giant flower to tilt too far, its petals collapse. Jump to safety before this happens, or allow the flower to return to its upright position. Your choice of partners will have a major impact on your specific tactics. Cranky Kong's Cane Bounce can be very handy, but Dixie Kong's Helicopter Spin makes it much easier to collect valuable items.



Collect all of the bananas at point 1 to reveal a Puzzle Piece. You must tilt the giant flower to reach each cluster of bananas. The flower moves back toward its upright position each time you jump, so choose an angle that ensures you make a safe landing.

The first KONG Letter is at point 2. Wait until the patrolling Waldough moves to the right edge of the platform, then bop the enemy and bounce through the K. The spiked fruits rolling down the next slope can make it difficult to land safely. If needed, bop the Waldough up to three times before you collect the KONG Letter—this should give any nearby fruit a chance to roll out of your intended landing spot.

When you reach point 3, avoid engaging the Tuff Tucks until you've plucked the handle on the ground. Once the giant flowers spring into place, bop the Tuff Tucks, then grab the dazed enemy. Carry the Tuff Tucks along the giant flowers, then toss it through the shield to the right. After you destroy the shield, jump through the opening to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The second KONG Letter floats under the platform at point 4. Stand on the platform and wait for any incoming spiked fruit to roll past, then drop down and collect the O. It won't be long until more fruit arrives, so return to the platform as quickly as possible.

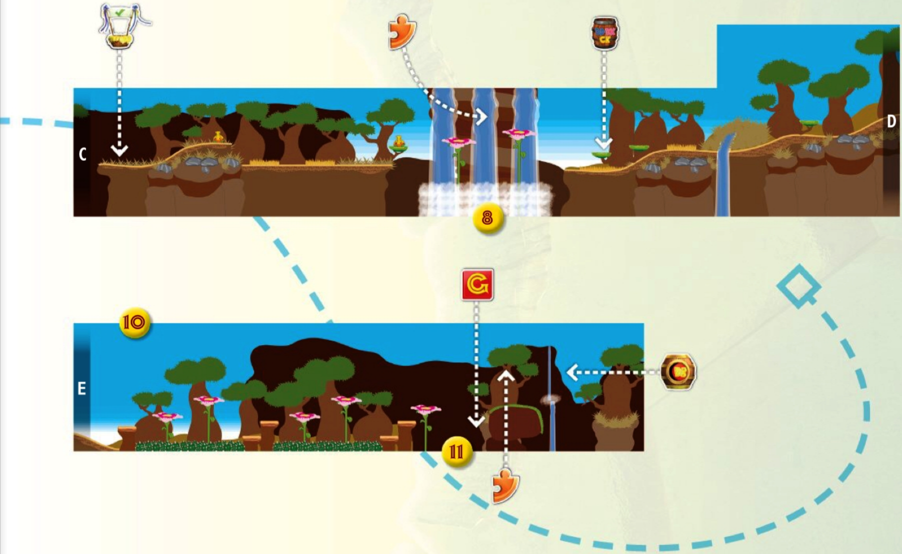
Pluck the handle at point 5 to release a cluster of bananas. Dodge the spiked fruit that comes rolling through the area, and collect all of the bananas before they vanish to reveal a Puzzle Piece.

After you reach the DX Barrel at point 6, free Dixie Kong and use her Helicopter Spin to reach the Puzzle Piece hidden on the stone platform to the left.

The third KONG Letter hovers at point 7. Use the nearby vine to collect the N as you swing through the area. The Hot Hootz below you makes this seemingly simple task somewhat dangerous. If evading incoming attacks causes you to miss the KONG Letter, adjust your position and make another attempt as you swing back across the gap.

When you reach the waterfalls at point 8, collect all of the bananas that come drifting down from the top of the screen. Each time a bunch of bananas appears, hop onto the giant flower that's closest to it, then tilt the platform to collect the bananas as they move into range. If you manage to collect all of the available bananas, a Puzzle Piece appears in the area.

Wait on the platform at point 9 and watch the spiked fruit roll down the slope. When it's safe, drop and stand near the large flower to the right. Perform a Ground Pound to release a cluster of bananas, then jump up to collect them as you dodge the next piece of spiked fruit. Collect all of the bananas before they vanish to reveal a Puzzle Piece.



As you approach point 10, a giant spiked fruit drops onto the path behind you and begins rolling downhill. This massive hazard picks up speed very quickly, so you'll have to keep moving if you hope to stay ahead of it. To reveal the map's final Puzzle Piece, however, you must also collect all of the items floating throughout the area.

Use Dixie Kong's special ability to collect closely grouped items in a single maneuver. Perform a small hop to grab the lower item, then use a Helicopter Spin to propel yourself up through the higher item and onto the next platform. If you manage to collect all of the available items, a Puzzle Piece appears at the end of the map. Climb up and grab it before the last platform topples over and drops off the screen.

TIP

Collecting these items will test the limits of Dixie Kong's special move. Make sure you activate the Helicopter Spin the instant you collect the bananas at the center of each cactus patch.

The last KONG Letter is beside the platform at the end of the map. Grab the G when you leap to the grassy surface, then climb up to the ledge and wait for the giant spiked fruit to catch up to you.

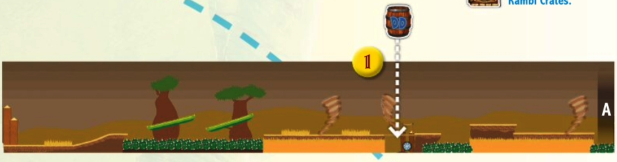
TIP

If you managed to reveal the map's final Puzzle Piece, make sure to climb up and collect it as soon as you grab the last KONG Letter.

STAGE 3-3:
FRANTIC FIELDS

NOTE

This level contains Rambi Crates.



STAGE BASICS

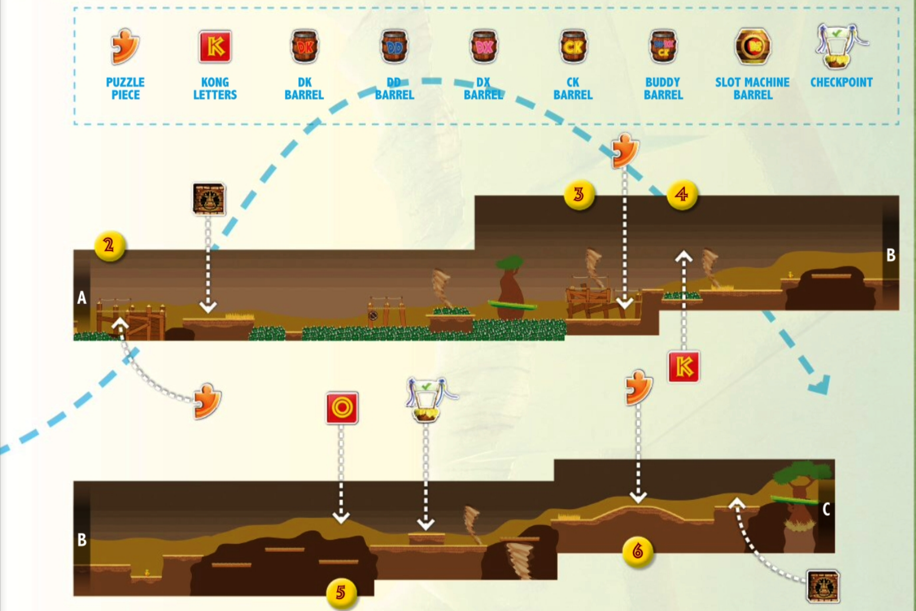
This stage contains powerful winds that can both help and hinder your progress. Use Rambi to fight your way through particularly strong winds, but take care to keep the friendly rhinoceros safe. Rambi attempts to flee the area if you're knocked to the ground by a lightning bolt or a windswept enemy.

Ground Pound the loose panel at point 1 to find a DD Barrel hidden below the main path.

As you cross the cactus patch at point 2, look for the large block marked with Rambi's portrait. Continue along the main path and free Rambi from the nearby crate, then return to point 2 and charge through the large block to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

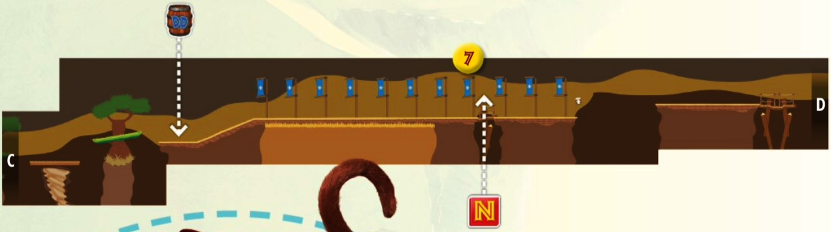
ISLAND 3: BRIGHT SAVANNAH



Use Rambi to smash through the large block at point 3, then collect the Puzzle Piece to the right. Once you've done this, turn around and return to the main path.

The first KONG Letter is floating at point 4. Bop the nearby Tucks to bounce up and collect the K as you move through the area.

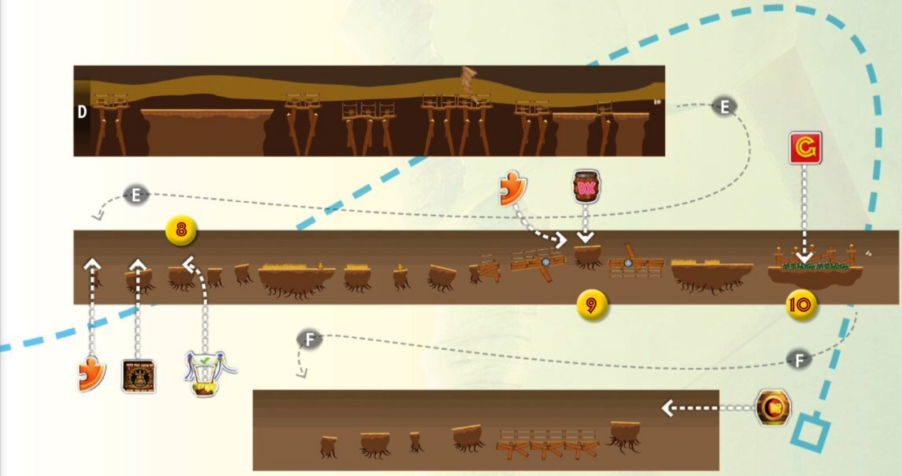
The second KONG Letter hovers at point 5. Move under the O, then jump up and collect it when the platform lifts you into range. The nearby Archy attacks once it spots you. Jump over any incoming fish, or bop them to bounce up and collect the KONG Letter whether or not the platform is in range.



Pluck the handle at point 6 to release the Puzzle Piece hidden beneath it. As you do, watch the background for incoming enemies.

When you reach the checkpoint at point 8, jump along the platforms to the left to find an extra Rambi crate and a hidden Puzzle Piece. Once you've searched this area, turn back and continue along the main path.

As you approach point 7, the third KONG Letter comes flying toward you. Jump up and grab the N as it approaches. When you land, charge across the fragile planks on the ground to ensure that you're safely past them by the time they break loose.



As you approach the DX Barrel at point 9, watch for the Barrel Cannon that sweeps along the top of the screen. At least one of the nearby platforms should be positioned near the top of the screen. Move to a suitable location, then jump up and enter the Barrel Cannon to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The last KONG Letter floats at point 10. If you've managed to hang onto Rambi the Rhinoceros, you can simply grab the G and run along the cactus patch. If you've lost Rambi, however, drop from the nearby platforms, then use Dixie Kong's Helicopter Spin to avoid touching the cacti.

STAGE 3-4: SCORCH 'N' TORCH

STAGE BASICS

The fires scattered across this stage are capable of blocking paths, destroying platforms, and obscuring valuable objects. Look for the water fruits stashed throughout the map, then use these special objects to extinguish small fires. Not all of the map's hazards are so easy to spot, however. Disturbing cinders can cause them to flare up. Whenever possible, douse smoldering patches of ash to keep them from burning. When that's not an option, move quickly to ensure that you're well past any flames that erupt from the ash.

When you reach the water fruits at point 1, use them to extinguish all of the fires in the area. Defeat the Porcupal to the right, then roll through the nearby grass to uncover a Buddy Barrel. Return to the pile and use additional water fruits to extinguish the fires on and around the vines to the right.

Once you've extinguished the nearby fires, Barrel Roll through the grass beneath the vines to reveal a Puzzle Piece near the next pile of water fruits.

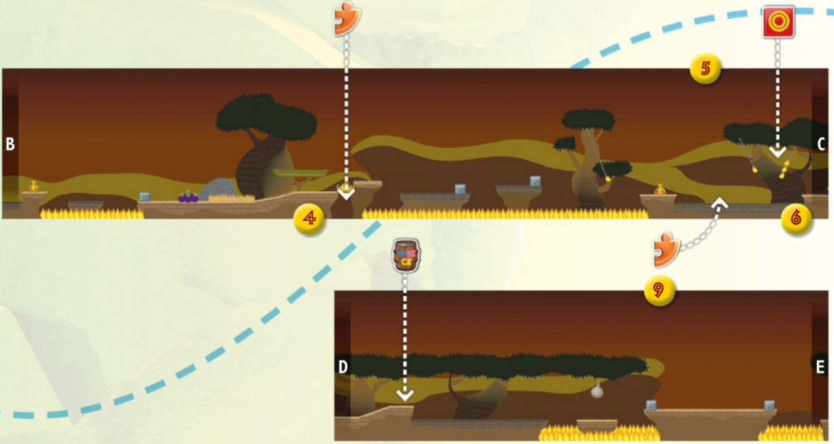
The first KONG Letter is on the platform at point 2. When you arrive, one of the nearby platforms is already burning, and touching it causes the charred remnants to crumble. Move quickly to reach the K before the platform is destroyed.

ISLAND 3: BRIGHT SAVANNAH

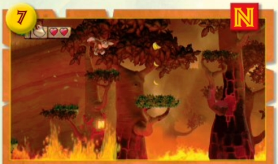
When you land on the tree at point 3, it begins sinking into the flames. Move quickly to collect the bananas from each of the tree's platforms. If you succeed, a Puzzle Piece appears at the top of the tree. Grab this valuable item and leap to the nearby checkpoint before the tree vanishes.

There's a bonus room hidden under the flames at point 4. Use one of the nearby water fruits to extinguish the small fire, then Ground Pound the loose panel to drop below the main path.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. Each time you launch yourself out of a Barrel Cannon, you land on one of the loose panels at the top of the room. Perform a Ground Pound just before a Barrel Cannon moves under you to drop down and continue collecting bananas. If you succeed, a Puzzle Piece appears at the top of the area.



There's a Puzzle Piece hidden under the handle at point 5. Before you attempt to collect it, however, it's important to prep the area. Dash along the cinders to avoid being burned, then use the water fruits to the right to douse the area. When it's safe, pluck the handle and collect the Puzzle Piece.

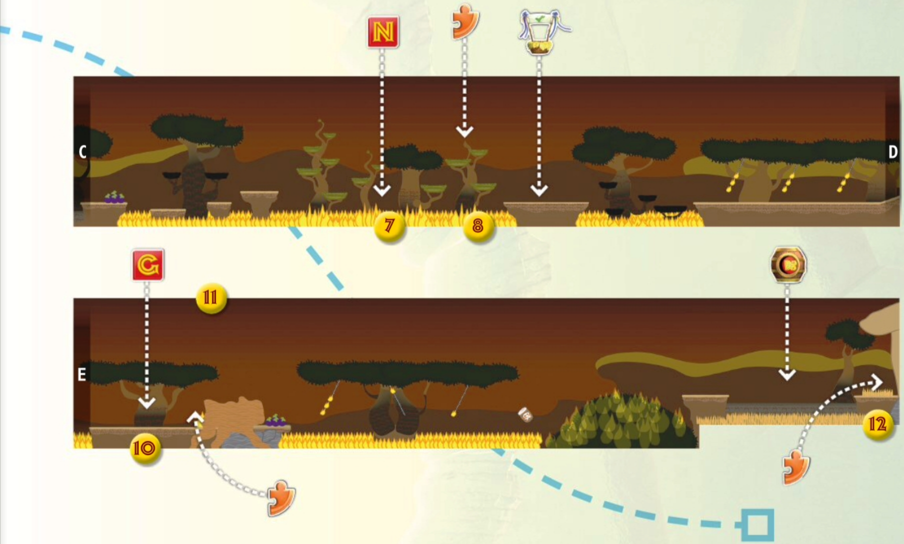


The third KONG Letter is floating at point 7. As you race through the area, stop on the platform above the N and wait for it to sink toward the flames. As soon as you collect this KONG Letter, leap to the next tree and continue through the area.

When the totem at point 9 topples over, look for the handle on its back. Pluck the handle to pull a water fruit out of the totem, then toss the water fruit into the nearby sandbag to reveal a large bunch of bananas.

The second KONG Letter hovers between the burning vines point 6. Use the nearby water fruits to extinguish the flames, then jump between the vines to collect the O before you move on.

A Puzzle Piece floats above the tree at point 8. As the tree sinks into the flames, jump up along the platforms and grab the Puzzle Piece—just make sure you hop to the nearby checkpoint before the tree is completely destroyed.



The last KONG Letter is at point 10. Jump up and grab the G as you dash through the area—just make sure you time your approach to avoid the flames that drop from the tree.

The map's last Puzzle Piece is hidden in a small patch of grass at the end of the stage. Slip under the Slot Machine Barrel as it bounces around the area, then jump up to the grass and perform a Roll Attack to reveal the Puzzle Piece.

There's a bonus room hidden in the tree stump at point 11. Hop over the stump and grab a water fruit, then use it to clear the flames from the entrance. When the path is clear, head inside.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the room.

STAGE 3-5:
TWILIGHT TERROR

STAGE BASICS

Most of your time in this stage will be spent piloting a Rocket Barrel, so identifying and avoiding obstacles should be enough to get you to the end of the main path. However, this stage contains two secret exits and some well-hidden Puzzle Pieces. Consider exactly what you hope to accomplish and plan accordingly.

NOTE

This stage contains two secret exits, each of which unlocks one of the island's hidden stages. These hidden Slot Machine Barrels can't be reached without help. Each time you visit this stage, consider which of the map's exits you hope to reach before you select a partner from the provided Buddy Barrel.

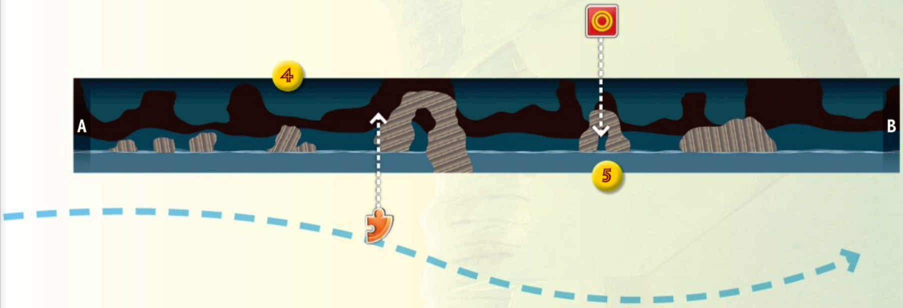
The map's only Buddy Barrel is on the raft at point 1. Remember that your choice of partners will determine which of the available Slot Machine Barrels you can reach. Select Dixie Kong if you hope to unlock stage 3-A: Rickety Rafters. If you aim to unlock stage 3-B: Bramble Scramble, you can select either Dixie Kong or Cranky Kong. If you're just planning to follow the main path, you're free to choose any partner you like.

There's a bonus room hidden at point 2. Dive into the first pool of water, then swim behind the rocks to the left.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The first KONG Letter floats at point 3. During your approach, ignore the individual bananas scattered throughout the area. Instead, fly the Rocket Barrel through each bunch of bananas to help ensure that you're in position to grab the K when it appears.

ISLAND 3: BRIGHT SAVANNAH

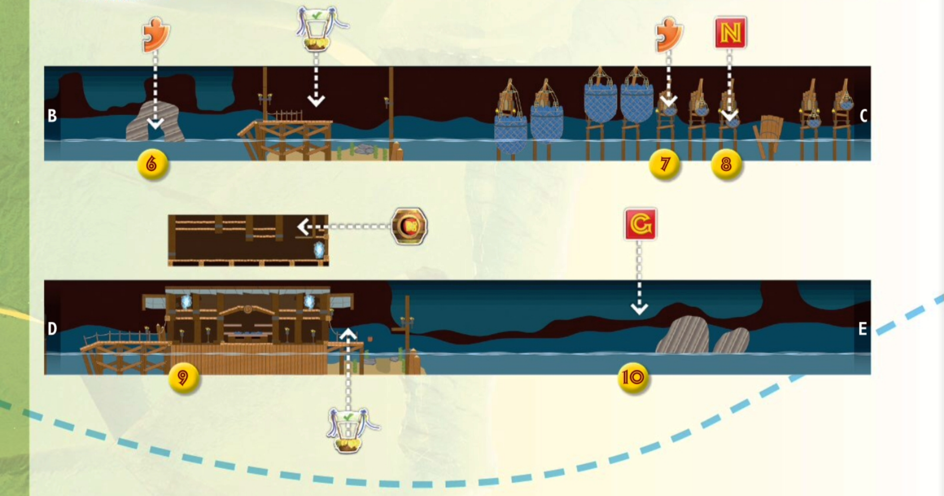


Fly through the banana coin at point 4, then follow the trail of bananas to the right.

Collect all of the items along the trail to reveal a Puzzle Piece near a large stone arch. Swoop up and grab the Puzzle Piece, then drop to avoid crashing into the top of the arch.

The second KONG Letter hovers under the small arch at point 5. As you approach, an enemy leaps out of the water. Fly up to avoid this attack, then swoop down and grab the O as you slip under the arch.

As you approach the small arch at point 6, drop down to collect the Puzzle Piece floating just above the surface of the water.



There's a Puzzle Piece above the small net at point 7. Just after you pass under the larger nets, pull up to grab the Puzzle Piece near the top of the screen.

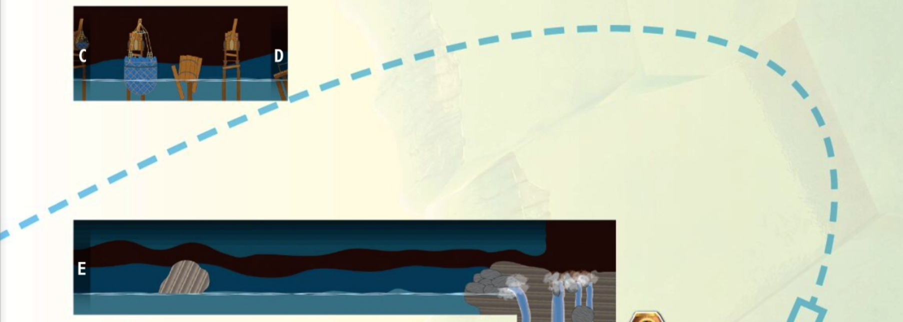
The third KONG Letter is floating above the small net at point 8. Make sure you pass over the net and grab the N as you fly through the area.

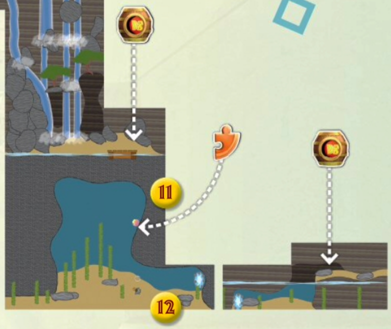
The first secret exit is about halfway through the map. To find it, fly through the portal at point 9.

After you pass through the portal, use Dixie Kong's Helicopter Spin or Cranky Kong's Cane Bounce to reach the platform near the top of the room. When you're ready, strike the Slot Machine Barrel to leave the map and unlock stage 3-B: Bramble Scramble. If you don't have a suitable partner by the time you reach this area, use the portal to the right to return to the main path.

NOTE

When you use this secret exit, you forfeit any KONG Letters you collected during your visit. Remember that you must collect all four of the map's KONG Letters during a single playthrough.





10

As you approach point 10, the fourth KONG Letter appears in a large bubble. Move toward the top of the screen and grab the G as you fly through the area.

11

The stage's final Puzzle Piece is hidden in a clamshell near the end of the map. When the Rocket Barrel runs out of fuel, you're dropped into a large pool of water. Before you hit either of the nearby Slot Machine Barrels, swim down and look for the large clamshell at point 11. Corkscrew into the clamshell to reveal the Puzzle Piece hidden inside it.

12

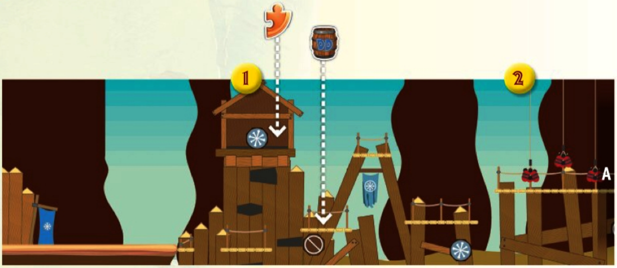
The map's second secret exit is at the end of the stage, hidden below the main path. To reach it, you'll need a little help from Dixie Kong. Avoid touching the Slot Machine Barrel floating above the surface of the water. Instead, swim down to the portal at point 12. There's a very strong current in this area—activate Dixie Kong's Ponytail Propeller to swim through the portal.

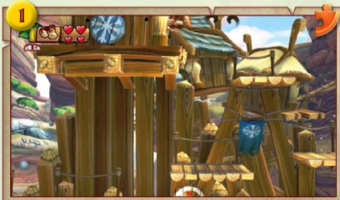
After you pass through the portal, swim to the surface to find a small pocket of air. Hop out of the water and strike the nearby Slot Machine Barrel to unlock stage 3-A: Rickety Rafters.

STAGE 3-6: CANNON CANYON

STAGE BASICS

This stage consists of a few standard platforming segments connected by some extended Barrel Cannon sequences. The map doesn't contain any branching paths, so you shouldn't have any trouble identifying the correct route. Following this route unscathed, however, can be fairly difficult. Time each launch to avoid any nearby hazards.

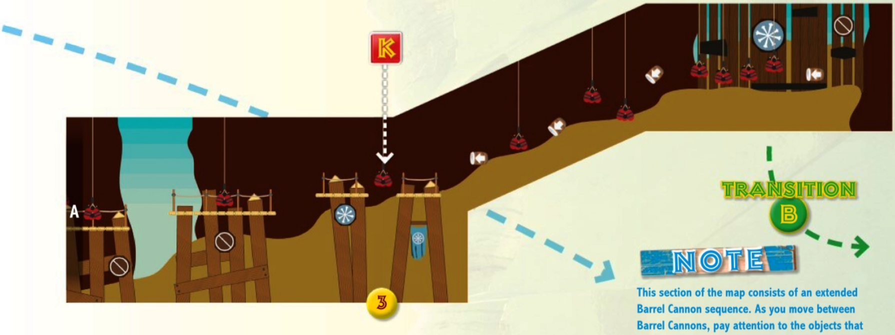




There's a bonus room hidden at point 1. Jump up along the nearby platforms, then hop across to the structure and head inside.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The explosives scattered throughout the level are very dangerous. Most of these hazards move in predetermined patterns. If it's not possible to slip under an explosive, you may need to leap over it. Try to keep your distance until you identify a safe path around each of these hazards.



NOTE

This section of the map consists of an extended Barrel Cannon sequence. As you move between Barrel Cannons, pay attention to the objects that move in and out of your path—try to grab any beneficial items you spot, but make sure you avoid the explosives scattered throughout the area.

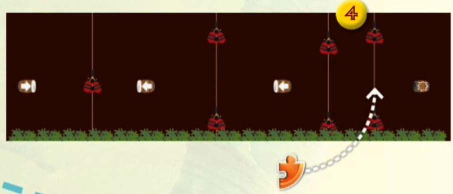
The first KONG Letter is floating at point 3. Time your jump to collect the K and cross the gap just as the nearby explosive swings toward you.

Move through the first extended Barrel Cannon sequence until you find yourself near the canyon wall. As you continue through the area, look for two consecutive ropes flanked by Barrel Cannons. Wait near these ropes and watch for the Puzzle Piece that appears at the top of the screen. As the Puzzle Piece moves into your path, launch yourself out of the Barrel Cannon to grab it on your way to the next area.

Behind the shield at point 5 is a bonus room. Bop the Boom Bird to the right, then grab its Watermelon Fuse Bomb and toss it at the shield. Stand back until the bomb detonates, then follow the path into the bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

TRANSITION B



TRANSITION C

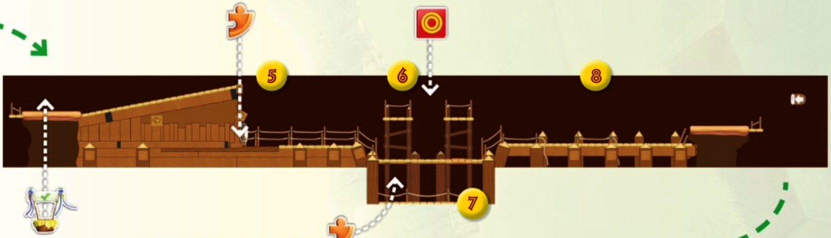
NOTE

This section of the level contains no items.

6 — The second KONG Letter hovers at point 6. Hop onto one of the nearby platforms, then jump through the O to collect it.

7 — Stand on the loose panel at point 7, then perform a Ground Pound to drop into a secret area. When you land, collect the Puzzle Piece to the left and return to the main path.

8 — The trees at point 8 are rigged with explosives. As you approach each tree, it detonates and topples over. Similar trees are located throughout the upcoming Barrel Cannon sequence. As you wait for each pair of Barrel Cannons to align, make sure you launch before any falling trees crash down on you.



NOTE

This section of the map consists of an extended Barrel Cannon sequence. Both N and G are located in this area. For more information about finding and collecting these KONG Letters, please refer to the D section contained in this stage's walkthrough.

TRANSITION D

D

N Move through the extended Barrel Cannon sequence to the bottom of the waterfall, then look for the KONG Letter ahead of you. Take a moment to watch the N as it's pushed in and out of the water. Once you have a sense of the timing, launch yourself out of the Barrel Cannon to collect the KONG Letter as it reaches the top of its path.

G The last KONG Letter is near the end of the map. When you reach the Barrel Cannon near the rotating explosives, stop for a moment and watch them spin. The G floats between two of these explosives—launch yourself out of the Barrel Cannon just as the KONG Letter moves into your path.

9

The map's last Puzzle Piece is hidden under the Slot Machine Barrel. When you reach the final platform, move to the left and hop into the Barrel Cannon below you, then launch yourself through the Puzzle Piece and back up to the Slot Machine Barrel.

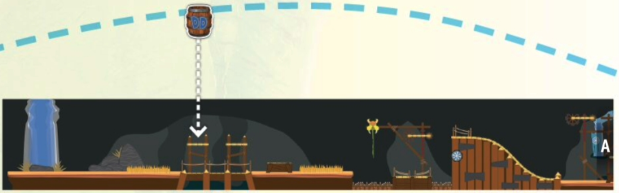
STAGE 3-A: RICKETY RAFTERS

NOTE

To unlock this map, you must find the secret exit at the end of stage 3-5: Twilight Terror.

STAGE BASICS

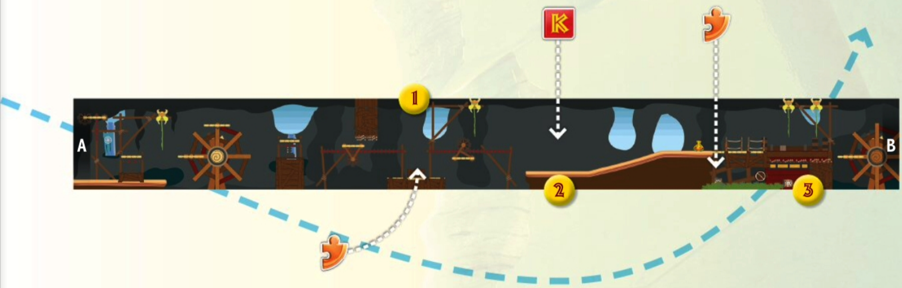
To reach the end of this stage, you must manipulate the platforms scattered throughout the map. Many of the mechanisms are triggered by your weight. Whenever you cling to a vine or stand on a pressure plate, it causes at least one nearby platform to move. The map also contains several circular targets. When you spot one of these objects, hit it with a dazed enemy or a water fruit to produce a similar effect. Most platforms return to their starting positions soon after the corresponding switch is triggered, so plan your route accordingly.



1 When you reach the platform at point 1, stand on the loose panel and perform a Ground Pound to drop into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. Each platform in this room slides in and out of the wall at regular intervals. Time each jump so that you leave a platform as it vanishes and land on a nearby platform as it appears. If you collect all of the bananas within the time limit, a Puzzle Piece appears near the center of the area.

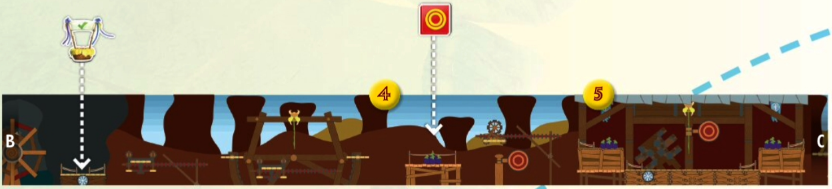
2 The first KONG Letter is floating at point 2. As you ride the platform into this area, look for the Swooper Dooper flying back and forth above the ground. As the enemy approaches, bop it and bounce up through the K.

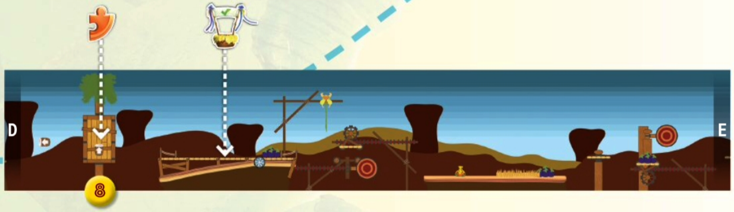


Cling to the vine at point 3 to retract some of the nearby spikes, then look for the Barrel Cannon poking out from behind the leaves along the bottom of the screen. Jump down into the Barrel Cannon to collect a hidden Puzzle Piece as you launch yourself back up to the main path.

The second KONG Letter hovers at point 4. Before you hop down to the water fruits, bop the nearby Hootz and bounce through the O.

Smash the crate at point 5 to reveal a pile of water fruits, then toss them at the enemies to the right. When the area is clear, throw a water fruit at the nearby target to reveal a vine. Cling to the vine, then collect the bananas that appear. If you grab all of the bananas before they vanish, you'll be rewarded with a nice assortment of useful objects.

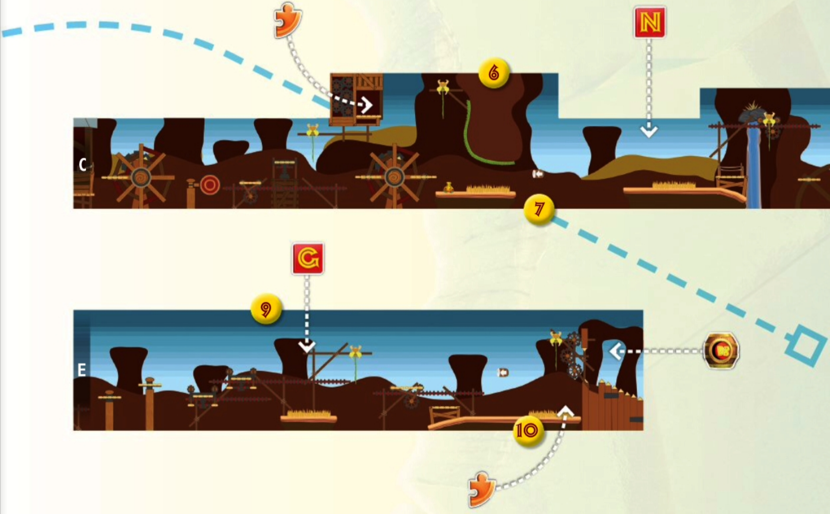




Cling to the grassy surface at point 6, then climb up to the area above you.

Leap over to the nearby vine and drop a small enclosure into the area, then hop into the enclosure to reveal a hidden Puzzle Piece.

After you hop into the Barrel Cannon at point 7, look for the KONG Letter floating to the right. Watch the nearby Swooper Dooper fly back and forth beneath the trail of bananas until you get a sense of its timing. Launch yourself out of the Barrel Cannon and through the bananas, then bop the Swooper Dooper and bounce up to the N.



The leaves at point 8 hide a small vine. After you launch yourself from the nearby Barrel Cannon, grab onto the vine to reveal the Puzzle Piece beneath you.

The last KONG Letter hovers at point 9. As you ride into the area, drop from the platform to avoid the Blue Hootzes blocking your path, then dash to the right and use the vine to meet the platform at the end of its track. Hop over and grab the G before the platform moves out of position.

Before you exit the stage, roll through the brown grass near the Slot Machine Barrel to reveal a Puzzle Piece.

TIP

Before you can reach the Slot Machine Barrel, you must drop the nearby barrier. Launch yourself to the vine to lower the barrier, then hop back into the Barrel Cannon to exit the stage.

STAGE 3-B:
BRAMBLE SCRAMBLE

NOTE

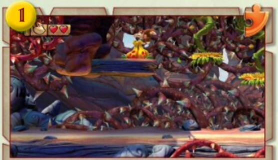
To unlock this map, you must find the secret exit near the center of stage 3-5: Twilight Terror.

STAGE BASICS

The brambles filling this stage aren't just hazards; they also hide many of the map's important items. Pay attention to your surroundings—a chunk of stone, a small vine, or a suspiciously placed banana may be the only indication of a nearby secret. In addition to some familiar enemies, this stage contains giant Chompettes. These plants can be used as temporary footholds—just make sure you avoid touching them while their mouths are open.

TIP

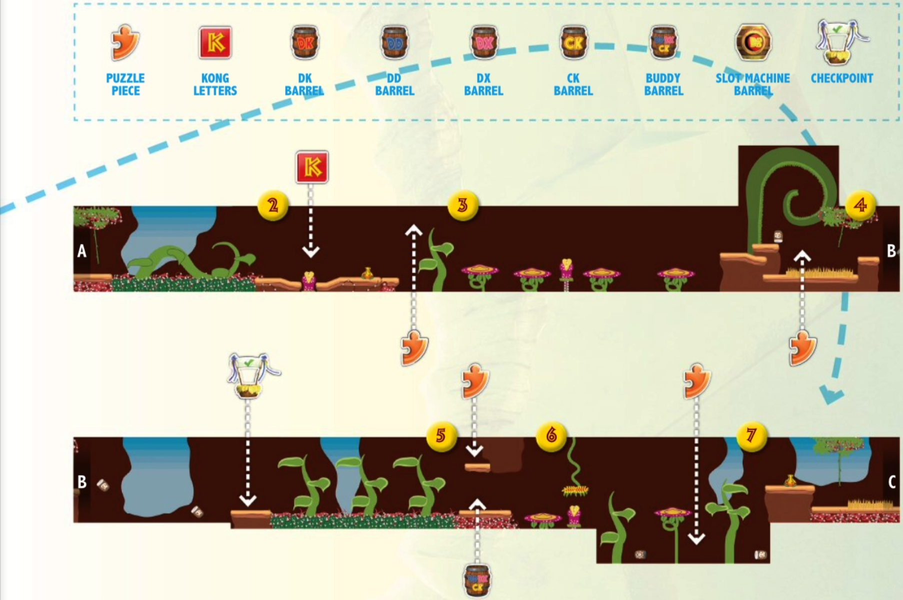
Any partner can be helpful as you move through this level, but Cranky Kong is particularly useful. His Cane Bounce makes it much easier to move across the thorns scattered throughout the map.



Jump along the flower platforms that appear near the starting location to reach the stone platform at point 1. Stand near the large flower and perform a Ground Pound to reveal a Puzzle Piece.

The first KONG Letter is floating at point 2. If you selected Cranky Kong or Dixie Kong from the first Buddy Barrel, use a character-specific jump ability to grab the K without touching the Chompette beneath it. Otherwise, wait for the plant to shut its mouth, then hop onto it and leap up to collect the KONG Letter.

When you grab the bananas at point 3, more bananas appear to the left. Collect all of these items to reveal a Puzzle Piece above you, then use the newly sprouted leaf to reach it.



There's a vine hidden behind the leaves at point 4. Hop onto the nearby platform, then jump back to the vine. When you do, the leaves rise, a Barrel Cannon drops into view, and a giant spiral appears in the background.

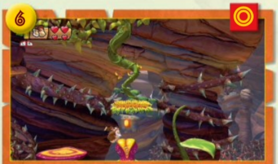
Hop into the Barrel Cannon and launch yourself into the background. Climb the grassy surface that runs along the inside of the spiral to collect the bananas in the area—move quickly to stay ahead of the Lemmingtons that appear. Once you've collected all of the available bananas, a Puzzle Piece appears just under the spiral. Evade the Lemmingtons, climb back out of the spiral, and collect the Puzzle Piece as you launch yourself back to the main path.

TIP

Hang from the center of the spiral until the first three Lemmingtons pass under you, then drop down to avoid them. As soon as they roll out of your path, hurry along the grassy surface to escape the spiral without taking any damage.

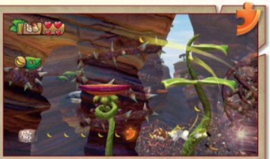
There's a bonus room behind the bramble at point 5. Bop the nearby Hootz and bounce to the stone platform that marks the room's entrance.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.



The second KONG Letter floats at point 6. Wait for the nearby Chompette to close its mouth, then jump over and bop the giant enemy to bounce through the O and up to the platform above you.

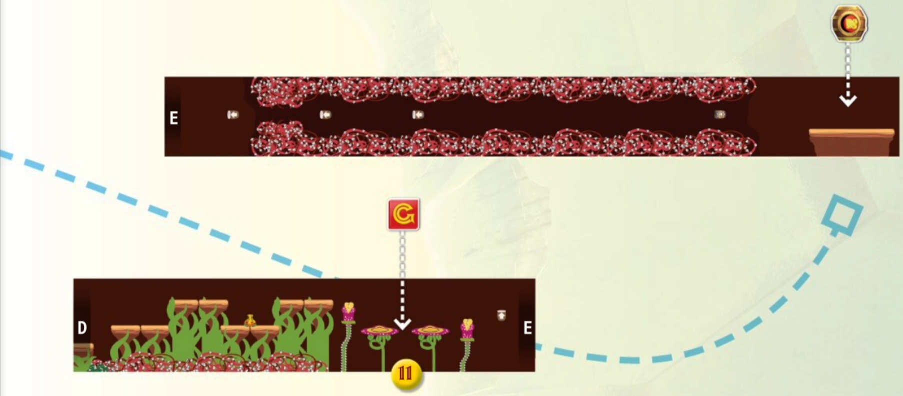
Drop through the banana at point 7 to find a secret Barrel Cannon.



When you're ready, launch yourself out of the Barrel Cannon to collect the nearby Puzzle Piece and return to the main path.

When you land between the Porcupals at point 8, jump over the enemy to the left to reveal a small area behind the nearby bramble.

Perform a Ground Pound near the large flower to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a Puzzle Piece.



There's a bonus room hidden behind the bramble at point 9. Jump up to the stone platform that marks the entrance, then head inside.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The third KONG Letter is drifting above the thorns at point 10. Cranky Kong's Cane Bounce makes it very easy to collect the N without touching the thorns, and the nearby Buddy Barrel ensures that you have this option. If you select a different partner, however, you can still accomplish this task. Wait for the surrounding platforms to drop near the thorns, then perform a Barrel Roll Jump or use your chosen partner's jumping ability to grab the KONG Letter before the platforms rise back up.

The last KONG Letter is between two enemies at point 11. Hop onto the Puffton when it bobs into range, then bop it three times to defeat it. Once the larger enemy is gone, drop through the G, bop the Hootz beneath you, and bounce to the next platform.

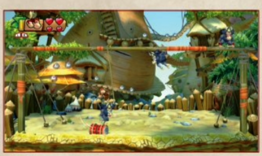
Stage 3-Boss: Triple Trouble

The Approach

To complete this stage and unlock the next island, you must defeat a trio of baboons known as Ba-Boom, the Boisterous. Select your preferred partner from the Buddy Barrel near the starting point, then follow the path to the right and begin the encounter.

Phase 1

During the battle's first phase, you must face all three members of Ba-Boom, the Boisterous. These baboons all possess similar equipment and abilities, but each is marked with a distinct color. As you progress through each phase of the battle, use their brightly colored snouts and wristbands to keep track of which enemies you've successfully damaged.



Early in the battle, these baboons alternate between two basic attacks. When you spot one of these enemies attaching a rope to the beam above you, it indicates an impending swing attack. If the incoming baboon is upright, jump over the enemy as it swings low to the ground.

If the baboon swinging toward you is upside down, jump up and bop the enemy as it approaches. A successful counter forces the damaged enemy to reset, but the remaining baboons are free to continue the attack. Continue to evade or counter each incoming enemy until the entire group switches tactics.

When two of the baboons drop to the ground, it indicates an impending roll attack. Jump over the enemies as they speed along the ground to keep yourself healthy for the duration of the attack.

TIP

You can bop rolling enemies to bounce out of harm's way, but doing so won't damage them.

After a few passes along the ground, the baboons crash into the support posts on either edge of the area. Move quickly to bop both of the dazed enemies before they recover.

To complete the first phase, you must hit a single enemy with three successful attacks. You have no control over which enemies will be vulnerable at any point in the battle, so it's best to counterattack at every opportunity. When you defeat one of the enemies, the two remaining baboons begin the battle's second phase.

NOTE

When you defeat one of the baboons, the remaining enemies regain all of their health.

PHASE 2

During the battle's second phase, the remaining members of Ba-Boom, the Boisterous introduce some new attacks. After a brief tantrum, the baboons flank you and begin tossing explosives to the ground. Keep your distance from the spiked red bombs—even before they detonate, these bombs are very dangerous. When a Watermelon Fuse Bomb appears in the area, however, try to toss it back to one of your attackers.

As more bombs are tossed into the area, it can be difficult to avoid the resulting explosions. Use the fuse attached to each bomb to determine exactly when it will detonate. Stay healthy, and take every opportunity to throw a Watermelon Fuse Bomb at one of your attackers. If you're quick, you should be able to land multiple hits before the baboons switch tactics.

TIP

Between throws, the baboons frequently take cover behind their posts. If your intended target slips out of position, it's best to turn around and toss the bomb away from you. It's unlikely that the enemy will move back into range before the bomb detonates, and tossing the bomb directly into a support post will simply cause it to bounce back to you.

When the baboons finish throwing bombs, they drop to the ground and begin leaping around the area. Avoid the enemies until they give you an opportunity to land an attack.

Between leaps, the baboons sometimes cling to the support posts or stop to scratch their legs. After a baboon slams its fists into the ground, however, it flips into the air and lands on its head. This is your chance to attack—jump up and bop the vulnerable enemy before it recovers. Repeat the process until you defeat one of the baboons, or until they switch back to throwing bombs.

With only two remaining opponents, it shouldn't take long to hit one of them with three successful attacks. Stay healthy and defeat one of the baboons to begin the battle's third and final phase.

PHASE 3

When the battle's final phase begins, the remaining baboon summons the specters of its fallen comrades. The new members of Ba-Boom, the Boisterous link hands to create a large pendulum. As the baboons sweep back and forth across the area, they toss bombs into the air. Avoid touching the baboons, and keep your distance from any red bombs they throw at you.

When one of the baboons throws a Watermelon Fuse Bomb, move quickly to grab it, then jump up and toss the bomb into the baboon at the top of the pendulum.

During this phase, the new members of Ba-Boom also utilize a modified swing attack. In addition to sweeping through the area, the baboons toss bombs to the ground. Use the same basic tactics as during the battle's first phase, but take care to get clear of each bomb before it detonates.

Jump over the baboons when they swing upright, and bop them when they swing upside down. Bopping the specters simply resets them, but bopping the more tangible baboon will force the enemies to change their tactics and bring you one step closer to completing this encounter.

The second time the baboons combine to form a pendulum, they litter the area with red bombs. Avoid the bombs as they fall, then find a safe spot to stand until they detonate. Repeat the process until one of the enemies throws a Watermelon Fuse Bomb to the ground, then hurry over, grab the green bomb, and throw it into the baboon at the top of the pendulum.

Hit the last original member of Ba-Boom, the Boisterous with three successful attacks to trigger the battle's finale. Follow the on-screen prompts to end the encounter with a punishing melee combo. After you complete stage 3-Boss: Triple Trouble, you automatically travel to stage 4-1: Deep Keep.

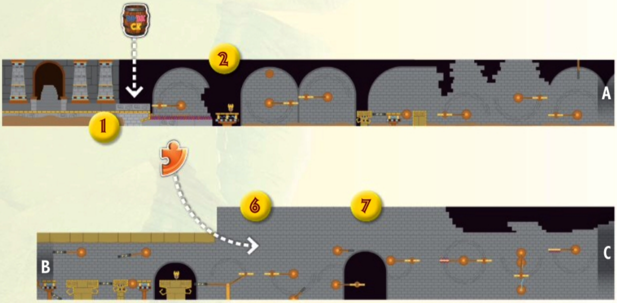
STAGE 3-K:
PRECARIOUS PENDULUMS

NOTE

To unlock this stage, you must collect all of this island's available KONG Letters.

STAGE BASICS

Most of the platforms in this stage are connected to swinging pendulums or rotating posts. Many of your jumps must be timed to leave a platform from one location, then land on the same platform as it arrives at another location. Some pendulums only serve to move hazards through each area. Some pendulums have left scratches or scorch marks on nearby walls. Use these indicators to determine a pendulum's path when you don't have enough time to watch it in action.



The map's only Buddy Barrel is placed near your starting location. Select Dixie Kong to help ensure that you can collect all of the available Puzzle Pieces.

Be wary of any platforms above electrical currents. Standing on such a platform causes it to sink through the electricity, resulting in a nasty shock. Leave an electrified platform before this happens, or—if you have unfinished business in the area—jump into the air and allow the platform to reset just before it reaches the electrical current.

When you reach the container at point 3, perform a Ground Pound to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

When you first reach the Barrel Cannon at point 4, avoid launching yourself through the bananas to the right. Instead, launch yourself out of the Barrel Cannon when it points to the left.

If you time your launch properly, you'll soar through a hidden Puzzle Piece. Once you've collected this item, follow the main path to continue to the next area.

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT | MYSTERIOUS RELIC

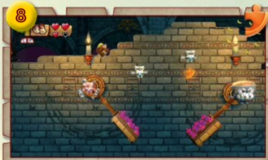
ISLAND 3: BRIGHT SAVANNAH

5

As you approach the platforms at point 5, look for the Puzzle Piece that moves in and out of the area. This item moves in unison with a nearby post—as the post rotates, the Puzzle Piece appears, moves through the area, and slips off-screen. Time your approach to grab the Puzzle Piece as you move across the gaps.

6

A Puzzle Piece floats at point 6. Time your jump to grab the Puzzle Piece as you cross between the nearby pendulums. If needed, use Dixie Kong's Helicopter Spin to make a small mid-jump adjustment, but don't allow yourself to hover for too long—you must land safely on the next pendulum before it swings away from you.



8

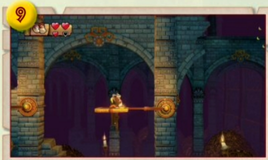
To collect the Puzzle Piece at point 8, you'll need a little help from Dixie Kong. Bop each of the nearby Hootzes, then drop just far enough to collect the Puzzle Piece. As soon as you touch the Puzzle Piece, use Dixie Kong's Helicopter Spin to land on the Tuffton to the right.

TIP

During each rotation, the Puzzle Piece pauses in the gaps between the nearby platforms. If you're having trouble grabbing it in the air, use a Barrel Roll Jump or Dixie Kong's Helicopter Spin to collect the Puzzle Piece during one of these pauses.

7

Each time you reach a Tuffton or a Puffton, there's a good chance the next platform is out of range. If needed, perform an extra bop or two until the platform swings into position.



9

Pluck the handle at point 9 to launch yourself toward the mysterious relic at the end of the map.

CAUTION

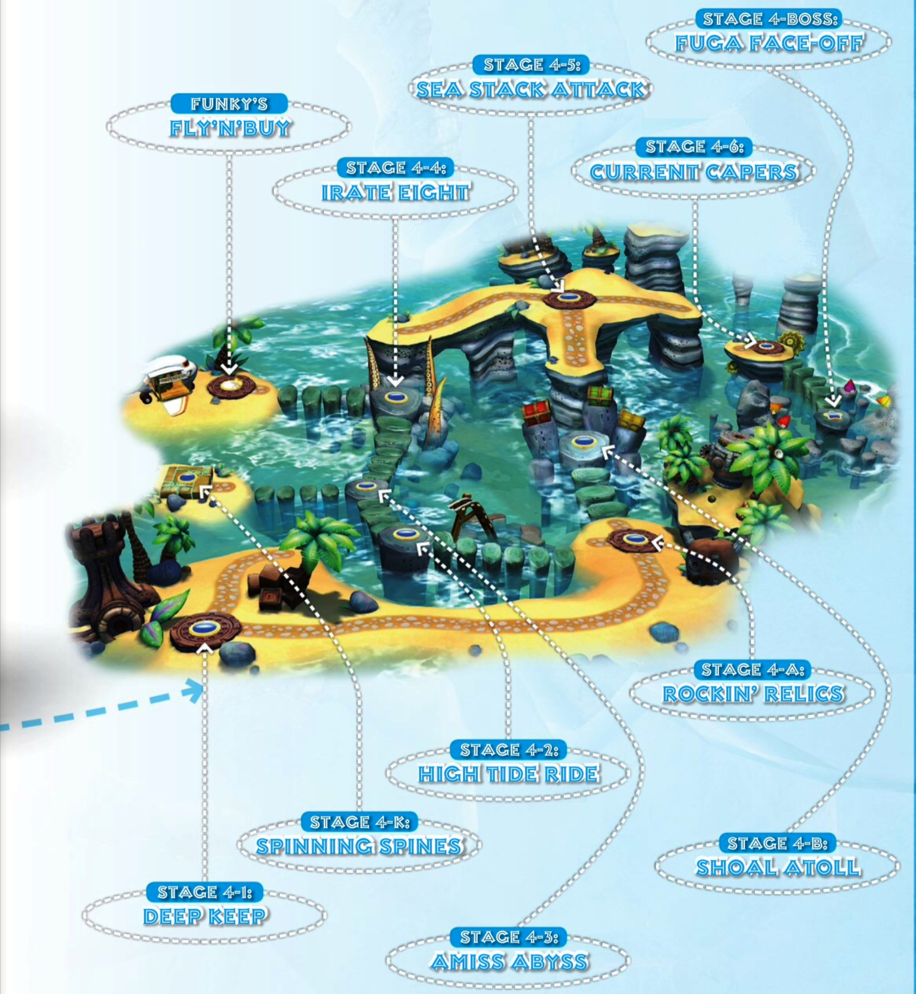
Once you rip the handle free, the platform moves very quickly. Avoid jumping to ensure that you stay on the platform until it flings you into the air.

ISLAND 4: SEA BREEZE COVE

ISLAND STAGES

NUMBER	NAME	PUZZLE PIECES	SECRET EXIT?
4-1	Deep Keep	7	Yes
4-2	High Tide Ride	5	No
4-3	Amiss Abyss	9	No
4-4	Irate Eight	5	No
4-5	Sea Stack Attack	7	No
4-6	Current Capers	5	No
4-A	Rockin' Relics	9	Yes
4-B	Shoal Atoll	5	No
4-Boss	Fugu Face-Off	0	No
4-K	Spinning Spines	5	No

ISLAND 4: SEA BREEZE COVE



STAGE 4-1: DEEP KEEP

STAGE BASICS

Most of your time in this stage will be spent underwater. Each time you encounter a source of air bubbles, take note of its location—you never know when you'll need to make an emergency pit stop to recharge your air supply. This stage's secret exit is particularly hard to find, so you're not likely to stumble upon it through basic exploration. Plan ahead to ensure that you end each visit at the appropriate Slot Machine Barrel.

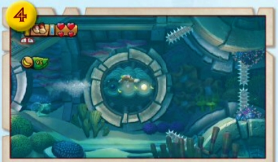
TIP

This map contains several very strong currents. Select Dixie Kong from each of the available Buddy Barrels. You can complete the stage without help, but the Ponytail Propeller is needed to reach the map's secret exit.

Swim under the platform at point 1, then leap out of the water to find a container on a small island. Move to the container and perform a Ground Pound to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a hidden Puzzle Piece.

The first KONG Letter is between the enemies at point 2. Slip between the circling enemies and grab the K, or use a couple of Corkscrew attacks to clear the area before you collect the KONG Letter.

Swim behind the planks at point 3 to clear them from the area and reveal a hidden Puzzle Piece.



Swim past the three lights at point 4 to switch them off. When you do, the nearby machinery powers up. You'll encounter more of these special switches as you progress through the map, so make sure you understand how they work.

The second KONG Letter is near the spiked post at point 5. There's a very strong current in the area, making it fairly difficult to avoid the nearby hazards. Swim under the post and wait for the O to rotate into position, then perform a Corkscrew to grab it. If you choose the proper angle, you should be able to collect the KONG Letter without touching any of the nearby hazards.

6 Corkscrew through the stone panel at point 6 to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the top of the area.

8 The large block at point 8 is held in place by a strange beam. Before you can reach the Puzzle Piece and the secret exit hidden behind this block, you must find a way to deactivate the beam.

7 After you Corkscrew through the blocks at point 7, perform a second Corkscrew to smash through the blocks beneath you. When you do, the stone panel below the main path drops away to reveal a Puzzle Piece.

Swim past the three lights at point 9 to switch them off. Toggling this switch not only opens the path ahead of you, it frees the block you passed at point 8. If you plan to head back, make sure you avoid the current that appears to the right.

After you toggle the switch at point 9, swim back and collect the Puzzle Piece at point 10.

The map's secret exit is located through the portal at point 11. To reach it, you must toggle the switch at point 9, then use Dixie Kong's Ponytail Propeller to overcome the current running through this area. Hop out of the water, then slip through the portal. Strike the hidden Slot Machine Barrel to exit the map and unlock stage 4-A: Rockin' Relics.

The third KONG Letter is trapped between the enemies patrolling near point 12. Corkscrew through the enemies and grab the N on your way to the next area.

Corkscrew through the blocks at point 13 to find a hidden room beneath the main path.

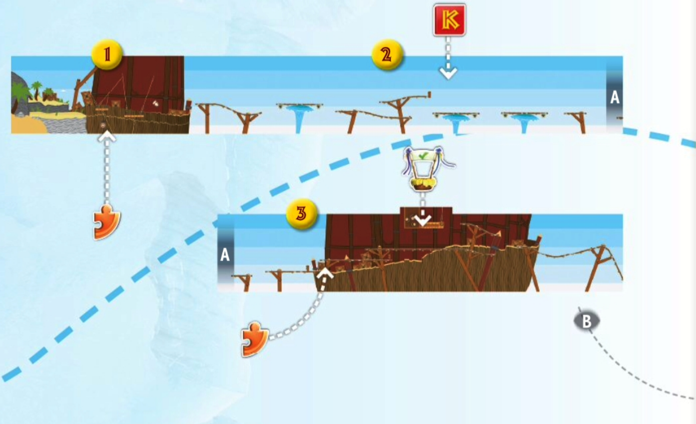
Corkscrew into the Fritz to protect yourself from its attacks, then collect all of the nearby bananas to reveal a Puzzle Piece near the center of the room.

The last KONG Letter is floating at point 14. Move into position to grab the G as the current sweeps you through the area. If you have Dixie Kong as your active partner, use her Ponytail Propeller to make any last-second adjustments. Otherwise, move to the top of the screen as you enter this area, then move into position as you approach the KONG Letter.

Before you strike the Slot Machine Barrel at the end of the map, Corkscrew through the blocks at point 15 to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

STAGE 4-2:
HIGH TIDE RIDE



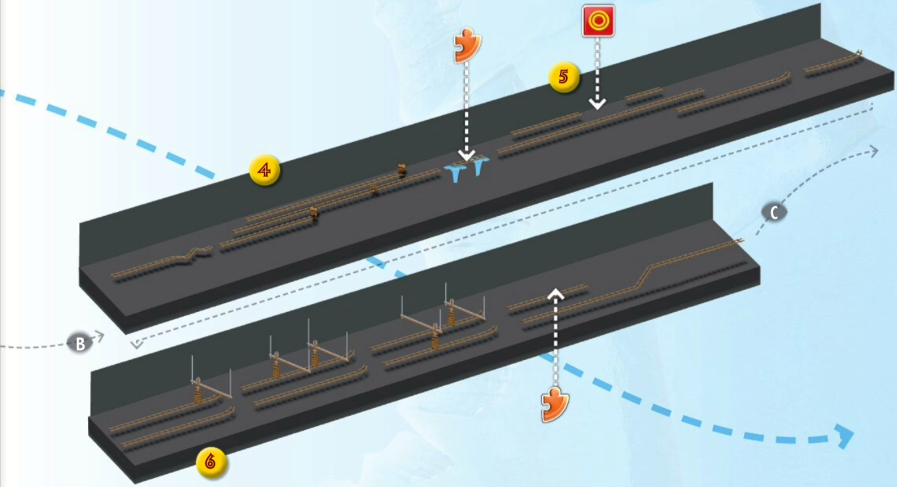
STAGE BASICS

Most of your time in this stage will be spent inside a Mine Cart. Jump between the available track segments to traverse gaps, avoid hazards, and collect important items. Some of the map's obstacles shift between tracks or drop into your path without warning—be prepared to deal with sudden changes in the environment.

Hop into the Barrel Cannon floating at point 1 to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.

The first KONG Letter hovers at point 2. As you approach this area, jump up to the raised track segment, then hop over the barricade to grab the K as you return to the main path.



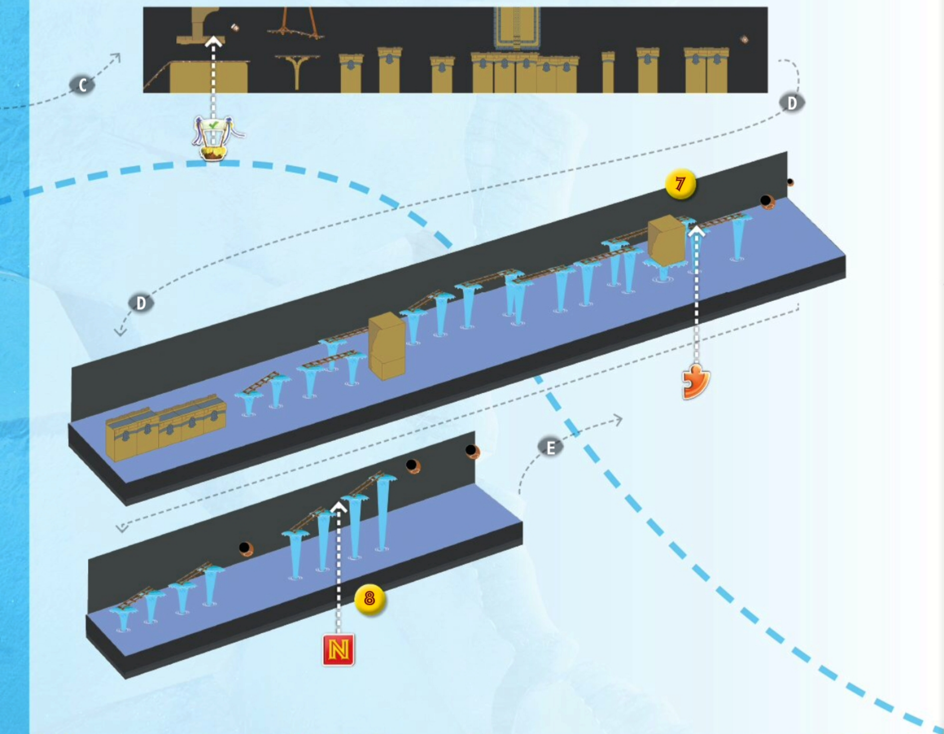
3

There's a Puzzle Piece just past the barrier at point 3. Hop over the barrier and grab the Puzzle Piece, then jump up to the next track segment to continue through the area.

4

As you weave around the barriers near point 4, collect all of the bananas that appear on the tracks.

If you manage to collect all of the required bananas, a Puzzle Piece appears on one of the upcoming track segments.



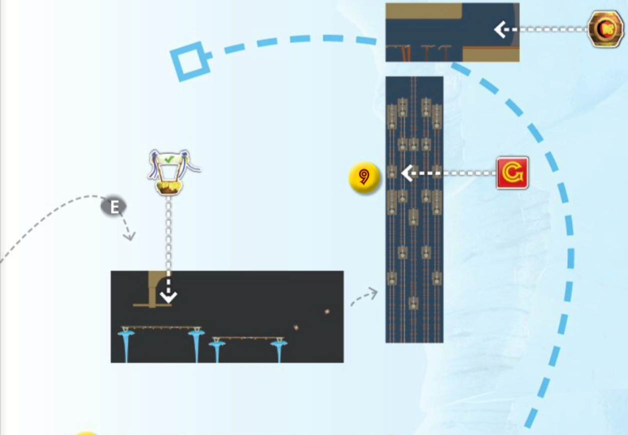
5

The second KONG Letter appears in the gap at point 5. As you move through this area, hop over to the neighboring tracks, then leap across the gap to grab the O.

6

As you approach the sliding barrier at point 6, a few bananas appear on the nearby track. Slip past the barrier and hop over to collect the bananas, then pick up the bananas that appear near the remaining barriers.

If you retrieve all of the bananas near the sliding barriers, a Puzzle Piece appears in the next area. Hop over and grab the Puzzle Piece, then return to the main path to continue through the stage.



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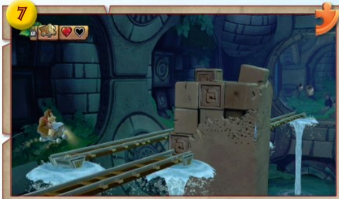


As you approach the Puzzle Piece at point 7, a large column pops up and obstructs your view. As you hop around the column, try to remember exactly where the Puzzle Piece is located.

As the column drops back down below the tracks, the Puzzle Piece comes back into view. Hop over and grab this important item as you race through the area.

8

The third KONG Letter floats above the Blue Hootzes at point 8. Jump over the enemies and grab the N as you move between the track segments.

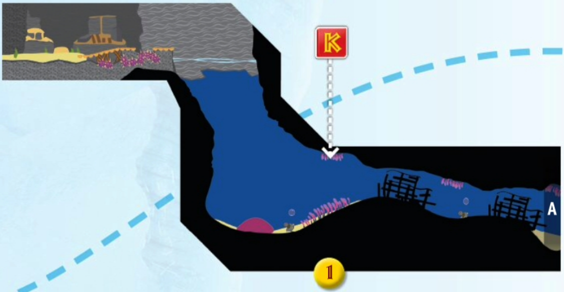
9

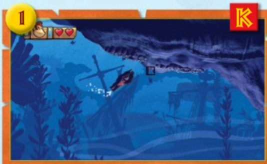
The last KONG Letter appears at point 9. The nearby obstacles block all but two of the tracks—choose the path on the left to collect the G as you race toward the next group of obstacles.

STAGE 4-3: AMISS ABYSS

STAGE BASICS

Most of your time in this stage will be spent underwater. Top off your air supply at every opportunity to ensure that you can fully explore each area. Corkscrew through schools of tiny fish to temporarily illuminate dark areas, and use the same maneuver near signposts to create new paths around obstacles and enemies.





The first KONG Letter is floating at point 1. Simply swim up and collect the K on your way through the area.

There's a hidden area behind the planks at point 2. If you're having trouble locating the planks, Corkscrew through schools of small fish to illuminate the area during your search.

Corkscrew through the planks, then collect all of the bananas within the hidden area to reveal a Puzzle Piece.

The wall at point 3 hides a bonus room. Head inside for a chance to earn a Puzzle Piece.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

4

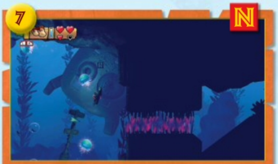
The second KONG Letter floats at point 4. Use the nearby springboard to launch yourself up through the O on your way back into the water.

5

A small nook at point 5 houses a puzzle piece. Dodge past the circling enemies and grab this item before you head into the next area.

6

Several enemies circle the water at point 6. Swim to the center of these enemies and collect all of the nearby bananas to expose a Puzzle Piece.



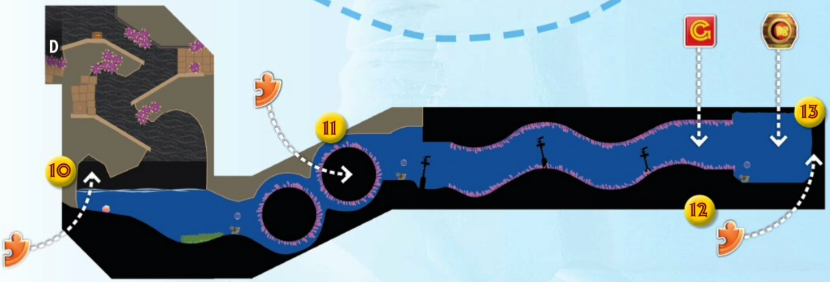
The third KONG Letter hovers at point 7. Swim up and collect the N on your way through the water.

Swim up to point 8 to find two clusters of bananas floating above the water. Collect all of the bananas to reveal a hidden Puzzle Piece.

Bop the Tuff Tucks at point 9, then throw the dazed enemy through the nearby sandbag to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

Swim under the nook at point 10, then Corkscrew through the surface of the water to snag the Puzzle Piece above you.

There's a hidden area within the large obstacle at point 11. Follow the nearby fish as they clear a path through the stingers, then slip through the opening on the bottom of the obstacle. Retrieve all of the bananas from the hidden area to reveal a Puzzle Piece.



The last KONG Letter is floating at point 12. Simply collect the G as you swim through the area.

Before you activate the Slot Machine Barrel at the end of the map, Corkscrew through the planks to the right to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

STAGE 4-4: IRATE EIGHT

STAGE BASICS

This map includes many of the elements you encountered in previous underwater stages, but it also contains some unique hazards. Watch out for the proximity mines scattered throughout the map—when a triggered mine detonates, it flings four bits of explosive shrapnel through the area. This stage also holds a giant octopus. As you move through each area, take care to avoid this massive creature's tentacles.

Climb the vine near the start of the map to find the bonus room hidden at point 1.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The first KONG Letter is floating between the mines at point 3. Grab the K, then Corkscrew away from the mines and avoid any incoming shrapnel.

Swim near one of the mines at point 2 until it starts blinking, then dash away to get clear of the impending explosion.

The explosion destroys all of the nearby mines and blasts a hole in the large block at the top of the path. Swim through the opening, then collect the bananas that appear to reveal a Puzzle Piece.

Swim behind the large slab of coral at point 4 to find a hidden area.

After the coral drops away, swim through the revealed Puzzle Piece and loop back to the main path.

The second KONG Letter floats at point 5. Launch yourself through the O as you move between the Barrel Cannons.

There's a bonus room hidden at point 6. Wait for the nearby tentacle to move away from the passage, then hurry inside.

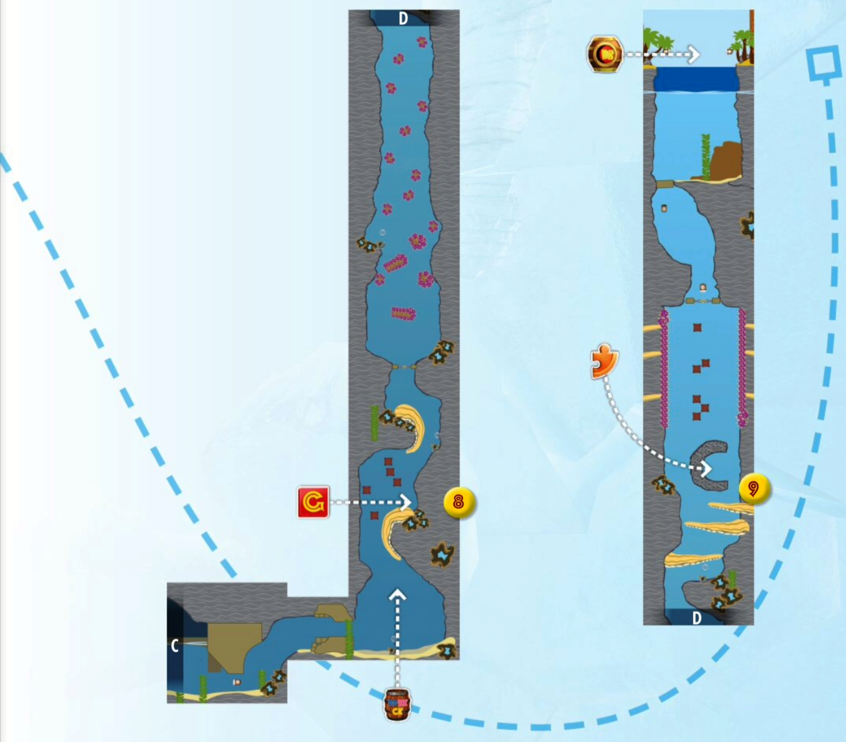
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The third KONG Letter is floating at point 7. Clear out the circling enemies, or simply slip between them and collect the N on your way through the area.

The last KONG Letter is located at point 8. Swoop down and grab it as you negotiate the nearby mines.

Swim behind the large slab of coral at point 9 to find a hidden area.

After the coral drops away, collect the revealed Puzzle Piece, then hurry back up to the main path.



STAGE 4-5: SEA STACK ATTACK

STAGE BASICS

As you move through this stage, keep an eye out for any barnacle-covered platforms—these weakened structures begin to crumble as soon as you touch them. The spiked panels scattered throughout pivot at regular intervals, so time your jumps to slip past these hazards. The stage also contains several bomb-tossing enemies. Use the available Watermelon Fuse Bombs to clear out stubborn enemies and obstacles, but make sure you stay clear of each blast.

1

The first KONG Letter hovers above the narrow, barnacle-covered platform at point 1. As you move through the area, drop down and collect the K, then jump back up to the grassy surface before the platform falls away.

2

There's a bonus room hidden at point 2. Bop the nearby Painguin Tucks, then bounce up to the platform near the top of the map. After you land, follow the platform to the left to find the bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears in the center of the area.

ISLAND 4: SEA BREEZE COVE

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT

Pluck the handle at point 3 to reveal a Puzzle Piece. The nearby spiked panel sweeps through the area every few seconds, so move quickly. Drop down as soon as the spikes move away, grab the Puzzle Piece, then hop over the spikes as they return.

The second KONG Letter is floating in the gap at point 4. Jump through the O just before the nearby barnacle-covered platform drops off of the map.

There's a Puzzle Piece hidden within the crate at point 5. Grab a Watermelon Fuse Bomb from the path to the right and toss it up to the crate. After the blast hop up and collect the exposed Puzzle Piece.

TIP

If you time your approach properly, you can ride the barnacle-covered platform down to the O. If that's not an option, simply jump across the gap and wait for the barnacle-covered platform to catch up to you.

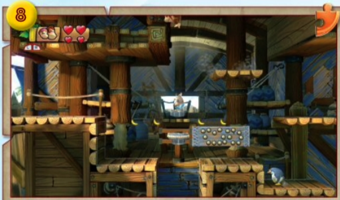
6

The third KONG Letter is floating at point 6. Stand under the N and wait for the nearby Archy to attack, then bop one of the incoming fish and bounce up to collect the KONG Letter before the platforms drop out of range.

7

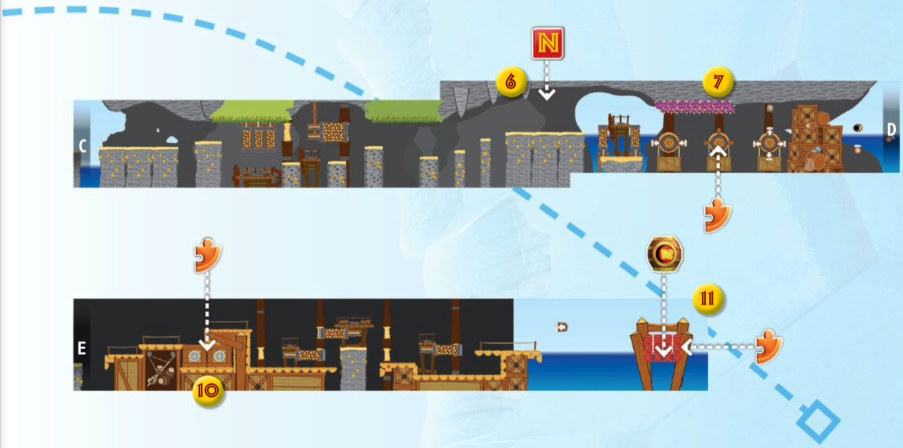
Collect all four of the banana coins at point 7 to reveal a Puzzle Piece. To do this, you must launch yourself back and forth between the nearby Barrel Cannons. Be careful! A mistimed launch will send you to the next area or cause you to fall right off the map.

8



Jump up along the platforms near point 8 to find a bonus room high above the main path.

Once you enter the bonus room, you have 30 seconds to gather all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.



The last KONG Letter is attached to a spiked panel. When you reach the platform at point 9, watch the spiked panel to the right until you get a sense of its timing.

As the panel sweeps to the right, hurry across the barnacle-covered platforms to grab the G while it's in position.

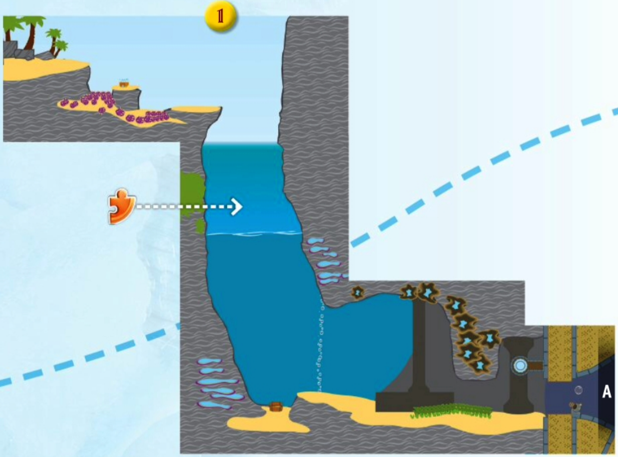
Destroy the crates at point 10 to reveal a Puzzle Piece. Simply grab one of the nearby Watermelon Fuse Bombs and toss it onto the crates.

The last Puzzle Piece is hidden behind one of the crates at the end of the map. Position yourself on the right half of the stack and perform a series of Ground Pounds to collect the Puzzle Piece on your way down to the Slot Machine Barrel. You only have a few seconds to complete the stage before the nearby bomb explodes, so move quickly!

STAGE 4-6: CURRENT CAPERS

STAGE BASICS

Most of your time in this stage will be spent underwater, so remember to keep an eye on your air supply. Use the Corkscrew attack to activate the round switches scattered throughout the map, and pay attention to the currents that run through most areas. You'll need some help from Dixie Kong or Cranky Kong if you hope to reach all of the collectible items, so make sure you take advantage of the map's Buddy Barrels.



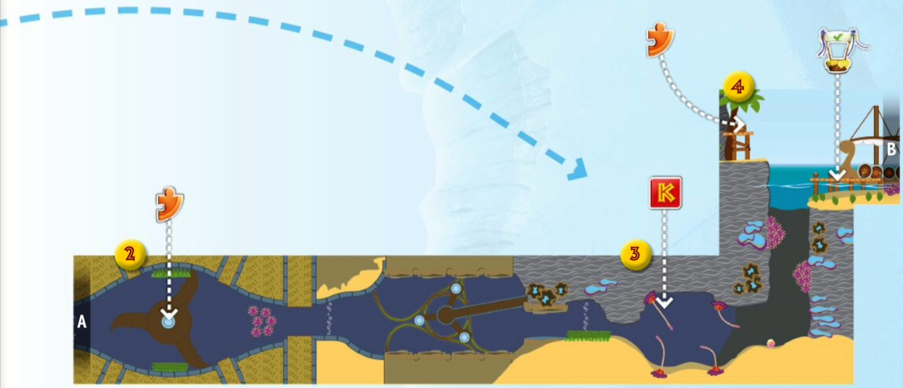
Collect all of the bananas near point 1 to reveal a Puzzle Piece near the end of the trail. After you land, swim back toward the water's surface and Corkscrew up through the floating Puzzle Piece.

The first KONG Letter drifts at point 3. Avoid the nearby enemies and hazards as you swim up to collect the K.

Corkscrew through the switch at point 2, then retreat as the nearby spiked hazards are pulled into the area. When you're ready, head back in and scoop up all four of the banana coins circling the switch to reveal a Puzzle Piece.

TIP

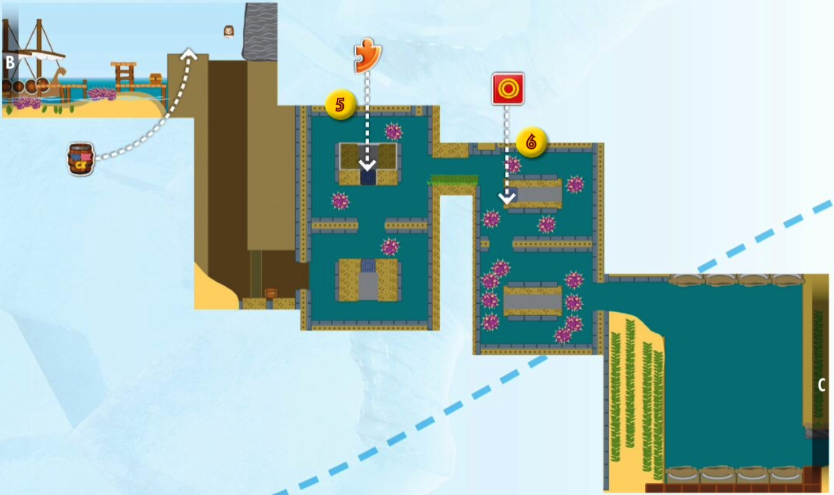
Try to position yourself so that you're swimming against the current. This allows you to remain relatively still as the hazards and banana coins circle toward you.



The chest at point 4 holds a Puzzle Piece, but you'll need Cranky Kong's Cane Bounce or Dixie Kong's Helicopter Spin to reach it. Follow the main path until you reach the nearby Buddy Barrel, then select a suitable partner. Head back to point 4, use your partner's jump ability to reach the raised platform, and perform a Ground Pound near the chest to expose the Puzzle Piece.

Circle the obstacle at point 5, then swim through the opening along its bottom edge. After the obstacle's front panel slides open, collect the revealed bananas to earn a Puzzle Piece.

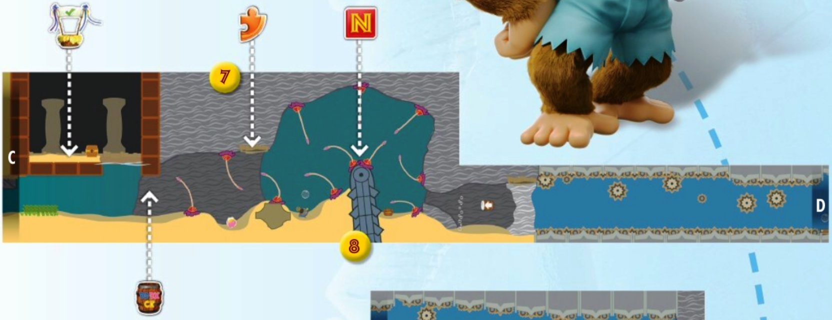
The second KONG Letter is floating at point 6. Slip between the hazards and follow the current as it circles the obstacle. Duck into the alcove and grab the O, then slip back into the current and make another pass around the obstacle to continue along the main path.

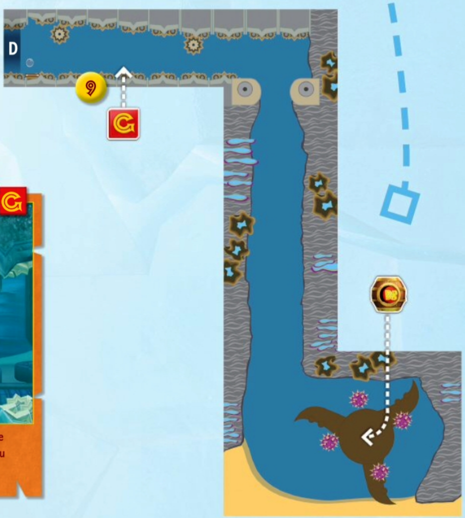


Swim up through the opening at point 7 to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.

The third KONG Letter hovers at point 8. Dive down and grab the N as you swim through the area.





As you approach point 9, look for the KONG Letter floating near the bottom of the area. Corkscrew down along the trail of bananas to avoid the falling hazard as you collect the G.

STAGE 4-A: ROCKIN' RELICS

NOTE

To unlock this map, you must find the secret exit near the center of stage 4-1: Deep Keep.

STAGE BASICS

Many of this map's collectible items are hidden underwater. As you progress along the main path, make sure you take the time to explore the small pools scattered throughout each area. You'll need Cranky Kong's help to reach the secret exit. Both of the available Buddy Barrels are located in the first half of the map—if you aim to unlock stage 4-B: Shoal Atoll, make sure you plan accordingly.

Ground Pound the loose panel at point 1 to drop into a bonus area.

Once you enter the bonus room, you have 30 seconds to retrieve all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The first KONG Letter is floating below the platform at point 2. Dive into the water and swim under the N, then jump through the KONG Letter and return to the platform.

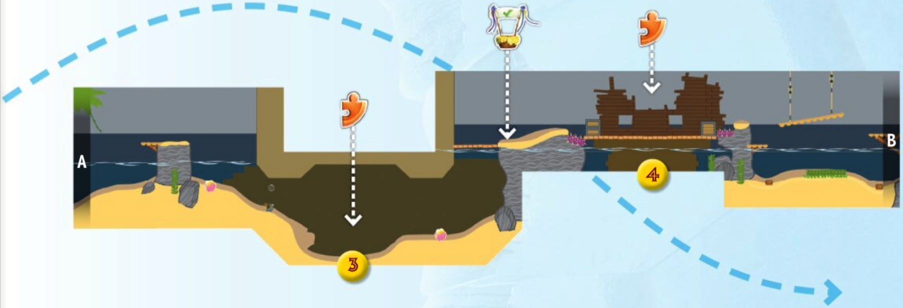
Collect all of the bananas near point 3 to reveal a Puzzle Piece.

Barrel Roll through the enemies at point 4 to secure the area, then collect all of the nearby bananas—jump each time the platform springs upward to gain the required height.

After you collect all of the bananas, use the same technique to reach the Puzzle Piece that appears above you.

ISLAND 4: SEA BREEZE COVE

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT



5

Hop into the water and swim down to the blocks at point 5. Corkscrew through the blocks to find a hidden area, then swim down and gather the available bananas to reveal a Puzzle Piece.

7

There's a Barrel Cannon hidden behind the weeds at point 7. Dive into the water and use the Barrel Cannon to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

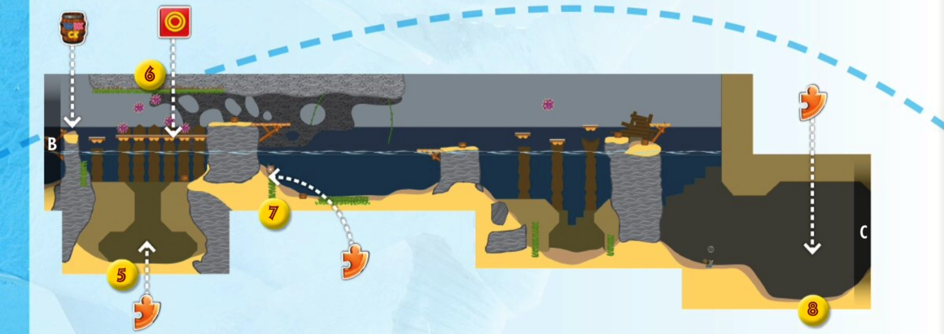
6

The second KONG Letter is located at point 6. Avoid passing over the spiked hazards. Instead, swim under the O and Corkscrew up to the platform as the spiked hazards bounce into the air. Grab the KONG Letter and dash to the right before the hazards land.

8

Collect all of the bananas near point 8 to expose a Puzzle Piece. An intermittent current pulls the enemies and items toward the center of the area. Make sure you dodge the sea urchins as you grab each bunch of bananas.

After you collect all of the bananas, slip between the sea urchins and snag the revealed Puzzle Piece.



9

The third KONG Letter is floating at point 9. Stand under the N, wait for the Blue Hootz to move out of your path, then jump as the platform springs up to launch yourself to the KONG Letter.

10

Collect the bananas at point 10 to reveal a trail of bananas to the right, then gather those bananas to expose a trail on the next platform.

Move between the tilting platforms and collect all of the bananas as they appear. If you succeed, a Puzzle Piece appears to the left.

11

The map's secret exit is hidden near the vine at point 11, and you'll need Cranky Kong's help to reach it. Cane Bounce off of one of the nearby spiked hazards and grab the vine to reveal the portal to the right. Swing over to the platform and head through the portal, then strike the hidden Slot Machine Barrel to unlock the path to stage 4-B: Shoal Atoll.

12

Before you hop into the Barrel Cannon at point 12, head into the water to find a nearby Puzzle Piece.

Collect the partially hidden Puzzle Piece from the small patch of seaweed, then return to the Barrel Cannon at point 12 to continue along the main path.

13

The last KONG Letter hovers at point 13. Time your launch to slip by the spiked hazards and collect the G on your way to the next Barrel Cannon.

14

The last Puzzle Piece is hidden below the Slot Machine Barrel at the end of the map. Wait for the Slot Machine Barrel to land on its platform, then launch yourself over it.

Launch yourself down to the hidden Barrel Cannon and through the Puzzle Piece, then blast through the Slot Machine Barrel to exit the stage.

STAGE 4-B:
SHOAL ATOLL

NOTE

To unlock this map, you must find the secret exit near the end of stage 4-A: Rockin' Relics.

STAGE BASICS

To reach the stage's exit, you must unlock the four brightly colored chests scattered throughout the map. Find the color-coded keys and unlock the corresponding chests. The strong currents that connect most areas are too strong to fight—even with Dixie Kong's Ponytail Propeller. Returning to a previously visited room usually involves looping through the bulk of the map, so plan your route accordingly.

NOTE

Currents are indicated by the blue arrows.

CAUTION

As you progress through the stage, new enemies appear in previously visited areas.

UNLOCKING THE EXIT

The map's exit is blocked by a large door. To unlock it, you must complete a series of essential tasks:

1. Collect the red key (marked as point 4 on the stage map).
2. Open the red chest to collect the green key.
3. Open the green chest to collect the blue key.
4. Open the blue chest to collect the yellow key.
5. Open the yellow chest to collect the purple key.
6. Unlock the large door blocking the Slot Machine Barrel.

These tasks must be completed in the listed order, but the exact path you follow will be determined by a number of factors. If a particularly aggressive enemy forces you to flee an area, for example, you'll have to loop back to the area to take care of any unfinished business. Each time you complete a task on this list, use the walkthrough map to plot a course to your next objective.

1

The first KONG Letter is floating near your starting point. Bop one of the nearby enemies and bounce up through the K.

2

The bridge at point 2 collapses the instant you touch it. Make a running leap toward the center of the bridge, then use Dixie Kong's Helicopter Spin to extend the length of your jump. The moment you land, jump up and use a helicopter spin to reach the ledge to the right.

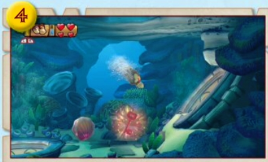
After you land, move to the nearby chest and perform a Ground Pound to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT

NOTE

Currents are indicated by the blue arrows.

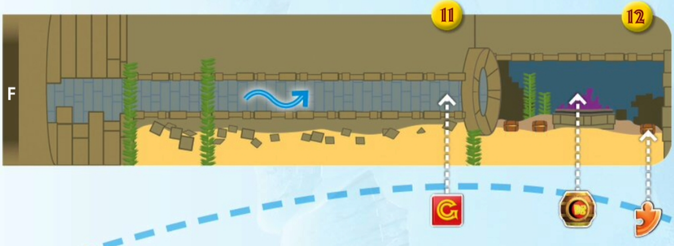
The second KONG Letter drifts at point 3, near the map's only Buddy Barrel. Swim over and grab the O on your way to the red key.



The key to the red chest is at point 4. Follow the currents into this room, then swim down and collect the red key.

After you get the red key, swim to the left and head through the hole in the wall to find a bonus room.

Once you enter the bonus room, you have 30 seconds to gather all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the room.



When you first reach the yellow chest, take a few seconds to search the smaller chests scattered along the floor. When you Corkscrew through the chest at point 6, it opens to reveal a Puzzle Piece.

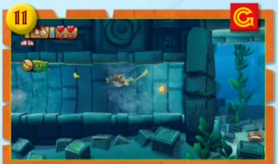
The third KONG Letter hovers at point 7, just below the green chest. It's best to collect the N after you've dealt with the nearby Fritz. Wait for the Fritz to attack, then slip between its projectiles and Corkscrew into the enemy while it's vulnerable.

Open the hatch at point 8 to expose the path to the blue chest. To do this, collect all of the bananas directly under the hatch.

When you reach point 9, swim down through the bananas below you.

Defeat or avoid the nearby enemies as you follow the trail to the bottom of the room. When you collect all of the bananas in the area, a Puzzle Piece appears just above the blue chest.

After you retrieve the purple key from the yellow chest, use it to unlock the large door to the right. When you do, a strong current pulls you into the room at the end of the map. This passage leads to the last KONG Letter, one Puzzle Piece, and the map's Slot Machine Barrel. If you need to collect any of the map's other items, do so before you unlock this door.



The last KONG Letter floats at point 11. Position yourself to grab the G as the current carries you to the end of the stage.

Before you activate the Slot Machine Barrel, Corkscrew through the small chest near the room's right wall to find a Puzzle Piece.

STAGE 4-BOSS: FUGU FACE-OFF

THE APPROACH

To complete this stage and unlock the next island, you must defeat Fugu, the Frightening. Select your preferred partner from the provided Buddy Barrel, then head into the water to face this giant puffer fish.

PHASE 1

When the battle starts, Fugu, the Frightening draws in a large amount of water. Fight against the current to avoid being pulled into him as he inflates. When he releases the water, the current pushes you in the opposite direction. The surrounding walls are covered by hermit crabs—don't allow the currents to push you into these spiked hazards.

After inflating, Fugu often utilizes a somersault attack. Most of his body is covered with spikes, but the patch of pale skin surrounding his tail is vulnerable. Move back and watch Fugu, the Frightening spin until you get a sense of his timing. As his tail moves into range, Corkscrew into the pale flesh to deal a damaging blow.

Throughout the battle, Fugu, the Frightening uses smaller enemies as projectiles. During the first phase, this attack involves three green fish. Corkscrew through one of these enemies to bounce it back toward Fugu, the Frightening. If you land a direct hit, the impact deals damage and leaves Fugu, the Frightening vulnerable to a follow-up attack.

If you're unable to Corkscrew into one of the green fish—or if your counter-attack misses its mark—Fugu, the Frightening propels himself through the area. Corkscrew into his tail to deal damage and leave him vulnerable to a follow-up attack.

Fugu, the Frightening's spikes vanish when he's fully deflated. Whenever he reverts to this vulnerable state, Corkscrew into him to deal some quick damage. When you land three successful hits, Fugu becomes enraged and the battle's next phase begins.

PHASE 2

During the battle's second phase, Fugu, the Frightening utilizes powerful new versions of his attacks. His log roll, for example, is a fast-moving variant of his somersault attack. His tail is tucked out of sight for the duration of the attack, so don't bother trying to counter. Simply dodge this attack and wait for him to change tactics.

The giant puffer fish also creates much stronger currents. Whenever he inhales or exhales, Corkscrew against the current to avoid drifting into danger. These currents often contain air bubbles and small enemies. Dodge any sea urchins that appear, and use any available bubbles to replenish your air supply.

When the green fish appear, try to knock at least one of them back into Fugu, the Frightening. If you move quickly, you can Corkscrew into multiple green fish to land additional attacks. Otherwise, evade the smaller enemies and Corkscrew into Fugu's tail when you find an opening.

Evade his attacks and damage Fugu, the Frightening at every opportunity. Land three successful hits to trigger the battle's final phase. When Fugu, the Frightening throws his second temper tantrum, swim to the opposite side of the area to prepare for his next attack.

PHASE 3

When the battle's final phase begins, Fugu, the Frightening grows large enough to take up nearly half the area. Stay at the far edge of the area, halfway between the floor and the ceiling.

When he reaches the center of the area, Fugu pauses for just a moment. During this time, there's a chance he'll adjust his position. If he had been rolling along the floor, for example, he may float up to the ceiling before he continues. When he chooses a path and resumes the attack, head through the available gap to slip past him. Repeat the process to avoid his spikes when he rolls back through the area.

As in the battle's earlier phases, Fugu, the Frightening occasionally turns his back and propels himself through the area. As this point, however, this attack also draws new enemies into the area. Dodge any hermit crabs that come loose, and try to counter the attack before it ends. Knock a green fish into Fugu or Corkscrew into his tail to attack him directly.

During his current attacks, Fugu, the Frightening is able to summon many minions. As you fight against each current, slip past the approaching enemies. The giant puffer fish produces a single green fish at the end of the attack. Corkscrew into this enemy to bounce it back into Fugu as he prepares for his next attack.

Stay healthy and take every opportunity to counter his attacks. Land three successful hits during this phase to trigger the encounter's finale. Follow the on-screen prompts to end the battle with a punishing melee combo. After you complete stage 4-Boss: Fugu Face-Off, you automatically travel to stage 5-1: Harvest Hazards.

STAGE 4-K:
SPINNING SPINES

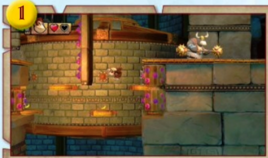
NOTE

To unlock this stage, you must collect all of this island's available KONG Letters.

STAGE BASICS

This map contains all of the spikes, enemies, and precarious platforms that you've come to expect from a temple stage. Safe footing is in short supply, so you won't have much time to identify the ideal route through each area. Be particularly careful as you approach the end of the map—touching a single platform can cause entire structures to sink into the lava.

1



After you slip under the spiked barrier at point 1, turn around and collect all of the bananas that appear—simply jump along the platforms to stay near the barrier as the bananas move through the area.

When you have gathered all of the bananas, the barrier slides up to expose a Puzzle Piece.

2

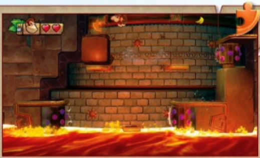
Jump over and grab the Puzzle Piece at point 2 just as the Buzzy flies under it. Bop the enemy, then bounce up to one of the nearby platforms.

TIP

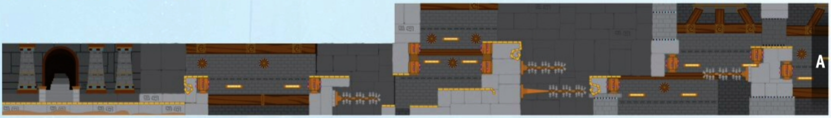
If the Buzzy attacks you before it moves into position, continue along the main path until the enemy stops chasing you, then follow it back down to the Puzzle Piece.

3

Bop the Tucks at point 3 and bounce up to one of the platforms passing above you.

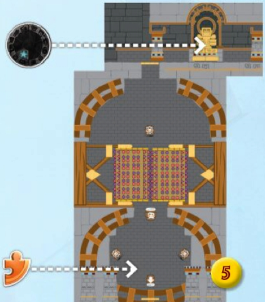


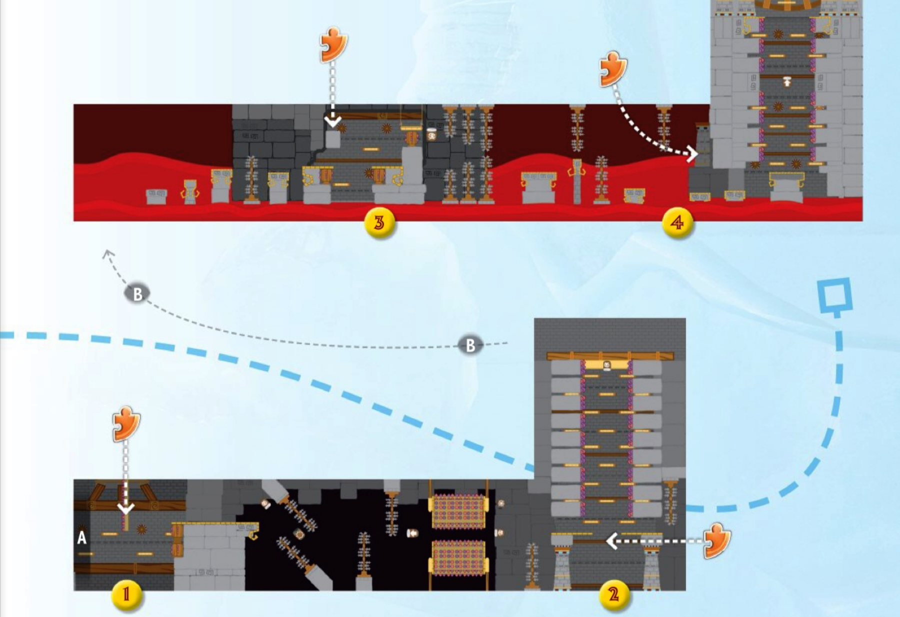
When you land, face left and hop along the moving platforms to reach the Puzzle Piece floating above the nearby block. The entire structure is sinking into the lava, so continue along the main path as soon as you grab the Puzzle Piece.



When you bop along the Hootzes at point 4, bounce off of the last enemy to collect the nearby Puzzle Piece.

When you reach the Barrel Cannon at point 5, use it to launch yourself through the nearby Puzzle Piece. It takes a couple of seconds for the Barrel Cannon to tilt toward the Puzzle Piece, so make sure you stay above the rising lava.





Island 5: Juicy Jungle

Island Stages

NUMBER	NAME	PUZZLE PIECES	SECRET EXIT?
5-1	Harvest Hazards	7	No
5-2	Reckless Ride	5	No
5-3	Fruity Factory	5	Yes
5-4	Panicky Paddles	9	Yes
5-5	Jelly Jamboree	7	No
5-6	Frosty Fruits	5	No
5-A	Beehive Brawl	7	No
5-B	Jammin' Jams	5	No
5-Boss	Punch Bowl	0	No
5-K	Platform Problems	5	No

STAGE 5-1:
HARVEST HAZARDS
STAGE 5-3:
FRUITY FACTORY
STAGE 5-K:
RECKLESS RIDE
STAGE 5-2:
RECKLESS RIDE
FUNKY'S
FLY'N'BUY
STAGE 5-A:
BEEHIVE BRAWL
STAGE 5-6:
FROSTY FRUITS
STAGE 5-B:
JAMMIN' JAMS
STAGE 5-BOSS:
PUNCH BOWL
STAGE 5-5:
JELLY JAMBOREE
STAGE 5-4:
PANICKY PADDLES

Stage 5-1: Harvest Hazards

STAGE BASICS

This stage contains a variety of simple machines. As you progress through each area, watch for the hazards and footholds that move in and out of your path. A few rolling platforms serve as makeshift railcars; to control a railcar, simply use your weight to tilt it in the desired direction.

1

Stand near the Flower Bulb at point 1 and perform a Ground Pound to free the Puzzle Piece trapped inside.

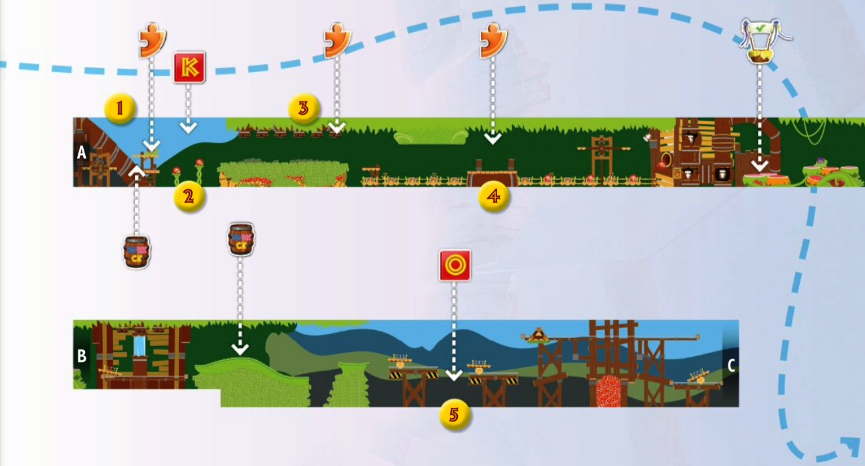
2

The first KONG Letter is floating at point 2. Jump up and grab the K as you bounce across the large red berries.

3

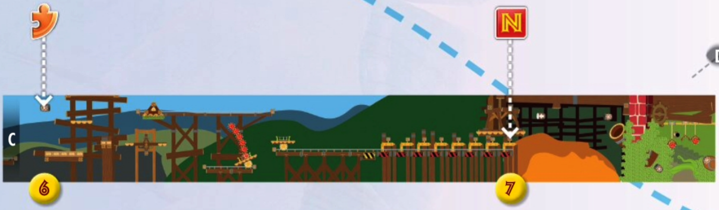
Stand near the claw at point 3 as it drops in and out of your path. Eventually, a secret Barrel Cannon appears in place of the claw—when it does, hop into the Barrel Cannon to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.



Bop the Bouncelisk at point 4 and launch yourself up through the nearby bananas. Continue bouncing until you collect all of the bananas to reveal a Puzzle Piece.

The second KONG Letter hovers between the tracks at point 5. Ride the first railcar into the gap to collect the O, then jump up to the next railcar to continue through the area.



6

Hop into the Barrel Cannon at point 6 to launch yourself into a bonus room.

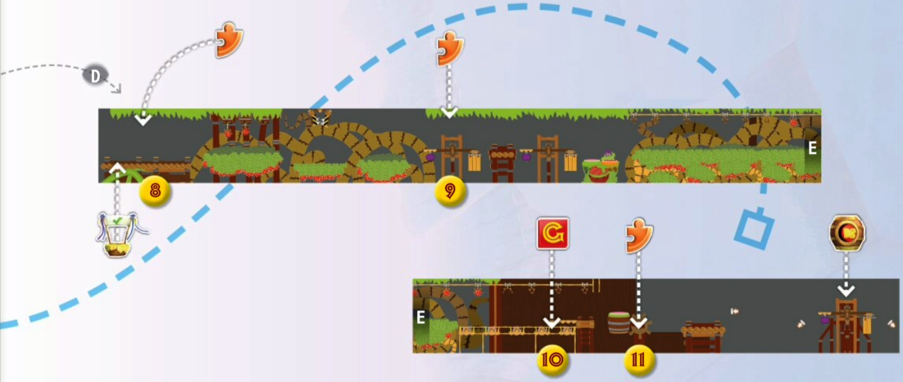
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.

8

There's a partially hidden Puzzle Piece floating behind the leaves at point 8. Ground Pound the nearby crate to clear it from the platform. Stand near the checkpoint and wait for the patrolling Bouncelisk to approach, then hop on the enemy and bounce up to grab the Puzzle Piece.

7

The third KONG Letter drifts at point 7. Ride clear through the N, then jump up to the platform above you as the railcar drops off of the map.



Look for a partially hidden Puzzle Piece behind the leaves at point 9. Jump up and grab it as the rotating platforms carry you through the area.

The last KONG Letter floats at point 10. Hop along the small platforms that move through the area to grab the G before you continue along the main path.

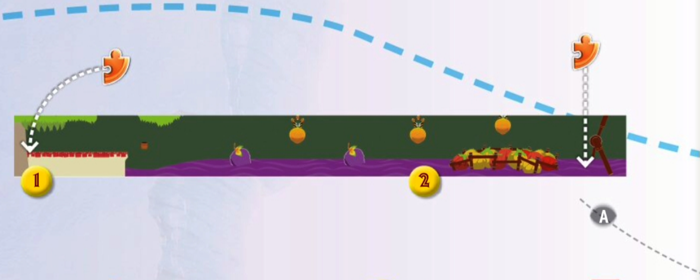
Clear out the enemies near point 11, then use the rotating platform to reach the bananas drifting above you.

After you gather all of the bananas, a Puzzle Piece appears in front of the platform's wooden gear. Ride the platform and grab the Puzzle Piece as you pass under it.

Stage 5-2: Reckless Ride

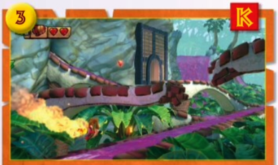
Stage Basics

Most of your time in this stage will be spent piloting a Rocket Barrel. Adjust your altitude to slip around enemies and obstacles as you race to the end of the map.



Move left from your starting location to find the bonus room at point 1.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the top of the area.



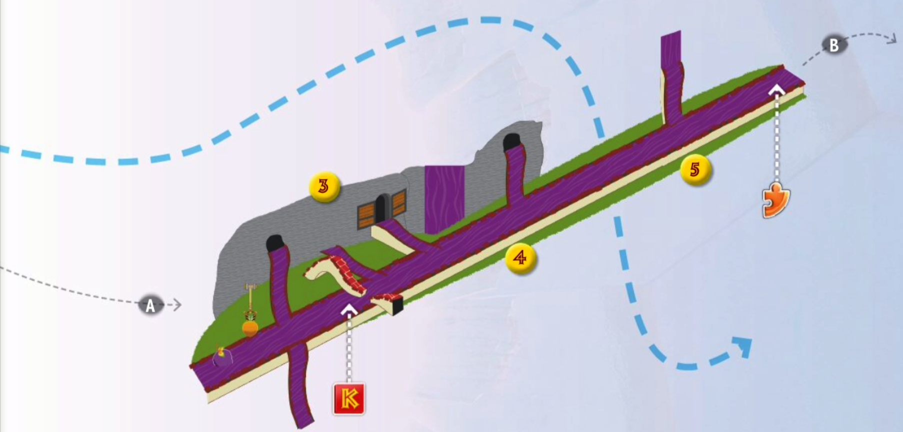
The first KONG Letter is floating at point 3. Stay low to grab the K as you pass under the crumbling bridge.

As you approach point 4, a Tucks-piloted vehicle appears in your path. As you continue through the area, adjust your altitude to dodge the vehicle's attacks.

As you approach point 2, stay low to collect the trail of bananas running along the bottom of the area.

After you gather the entire trail of the bananas, a Puzzle Piece appears under the pipe ahead of you.

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT



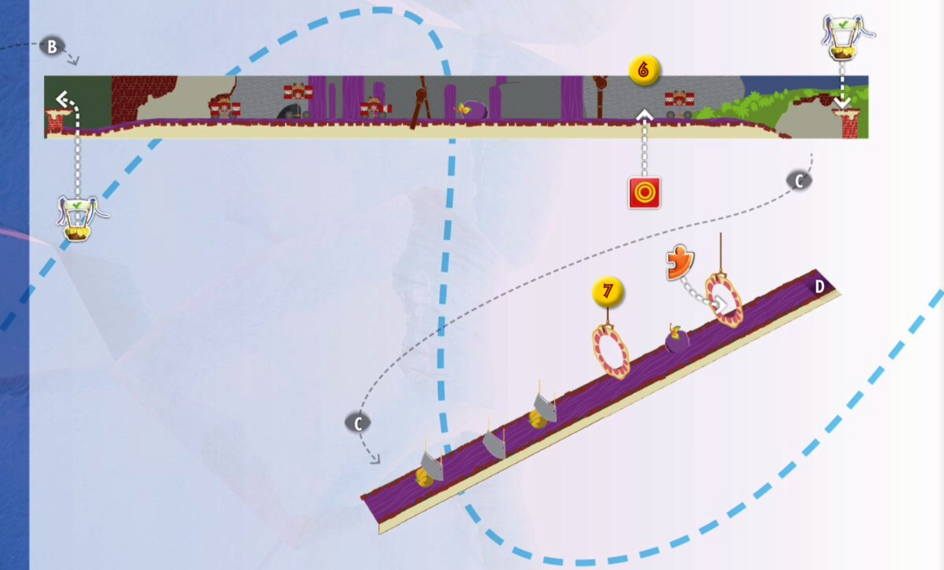
5

Fly up to avoid the Harey that appears at point 5, then follow the trail of bananas through the Tufftons ahead of you.

When you have gathered all of the bananas in the trail, a Puzzle Piece appears between the enemies ahead of you.

6

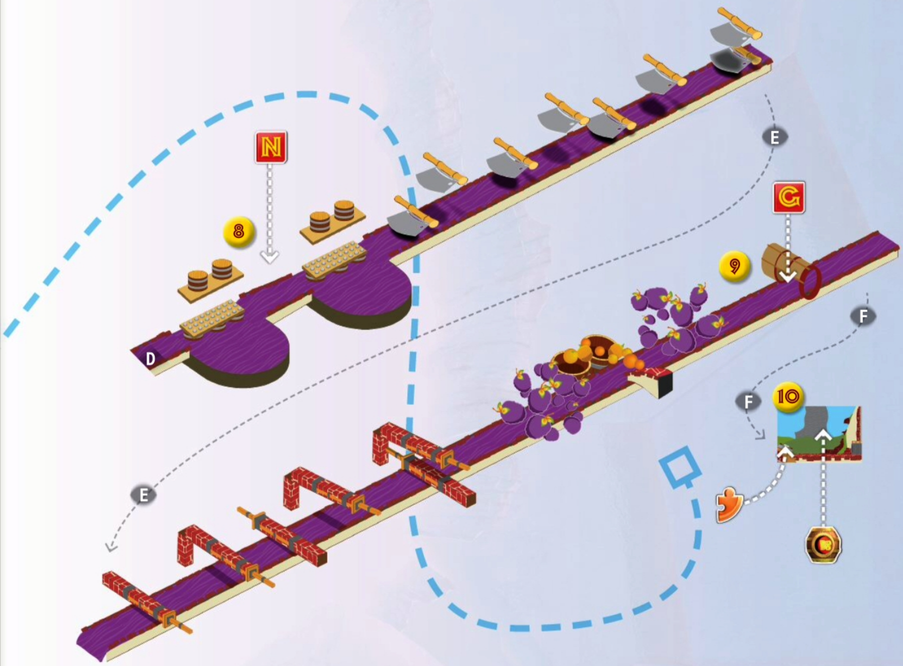
The second KONG Letter is at point 6. Slip past the falling pipe, then swoop into position to fly through the O.



Fly through the bananas at point 7 to expose more bananas in the area ahead of you.

Fly straight through the trail of bananas to grab the newly revealed Puzzle Piece.

The third KONG Letter hovers between the presses at point 8. As you slip through the first press, swoop up and grab the N.



As you approach point 9, the last KONG Letter drops into your path. Fly low to grab the G as you pass through the toppled silo.

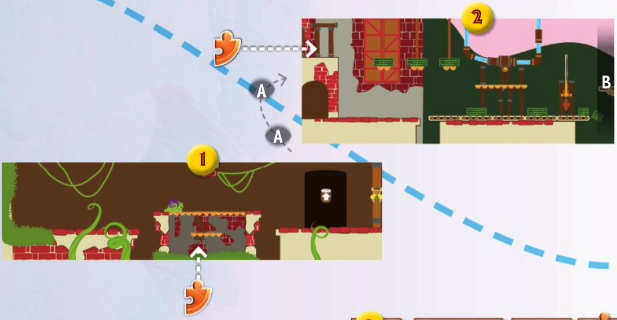
Avoid touching the Slot Machine Barrel at the end of the map until you've had a chance to search the nearby wreckage. Hop onto the platform to the right, then Barrel Barrel Roll Jump over to the Tucks's wrecked vehicle. If you time your jump properly, you should land inside of a partially hidden Barrel Cannon. Use the Barrel Cannon to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

STAGE 5-3: FRUITY FACTORY

STAGE BASICS

This stage contains some very hazardous machinery. Keep your distance from the juicers, cleavers, and spinning blades scattered throughout the map. When you have to cross particularly large gaps, look for bits of fruit that can serve as temporary platforms. Remember that virtually all of the fruit in this stage is being processed—make sure you abandon each piece of fruit before it's destroyed by a nearby machine.



TIP

Dixie Kong's Helicopter Spin makes it much easier to collect the map's available items.

Slip past the Chompasaurus at point 1, then grab the nearby Normal Barrel and toss it into the enemy.

After you defeat the Chompasaurus, Ground Pound the loose panel at the center of the platform to find a Puzzle Piece hidden below the main path.

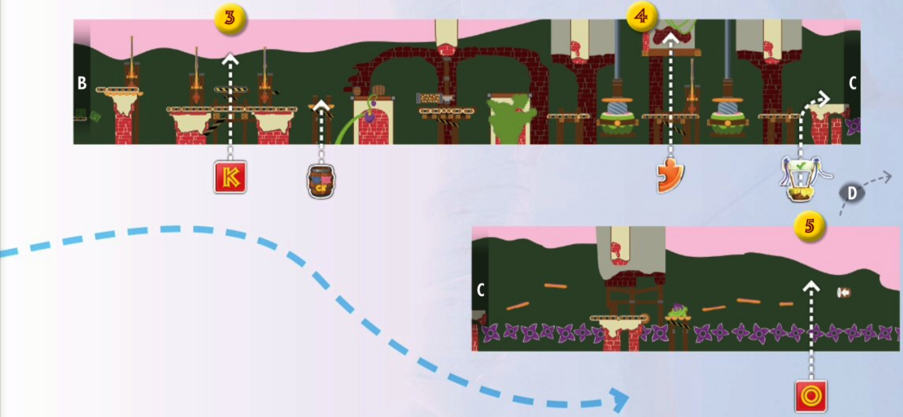
When you reach the platform at point 2, use Dixie Kong's Helicopter Spin to hop onto one of the approaching melons. Hop along the melons to the left to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the room.

TIP

If you don't enter the level with Dixie Kong as your active partner, follow the main path to the first available Buddy Barrel, select Dixie Kong, and return to collect this Puzzle Piece.

JUICY JUNGLE

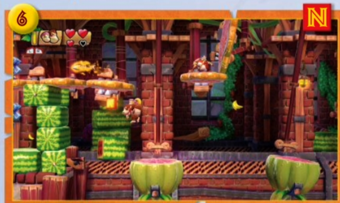


The first KONG Letter is floating at point 3. Wait for the nearby Hot Hootz to attack, then dodge the projectile and bop the enemy to bounce up through the K.

Cling to the short vine at point 4 to temporarily deactivate the cleaver to the right. Watch the juicer to the right as it moves up and down. Wait for the juicer to descend, then drop from the vine and dash past the cleaver. Hop onto the juicer as it slams down, and wait for it to reset.

When the juicer returns to its raised position, jump behind the wall to the left to find a hidden area. After the wall slides out of view, collect the revealed Puzzle Piece.

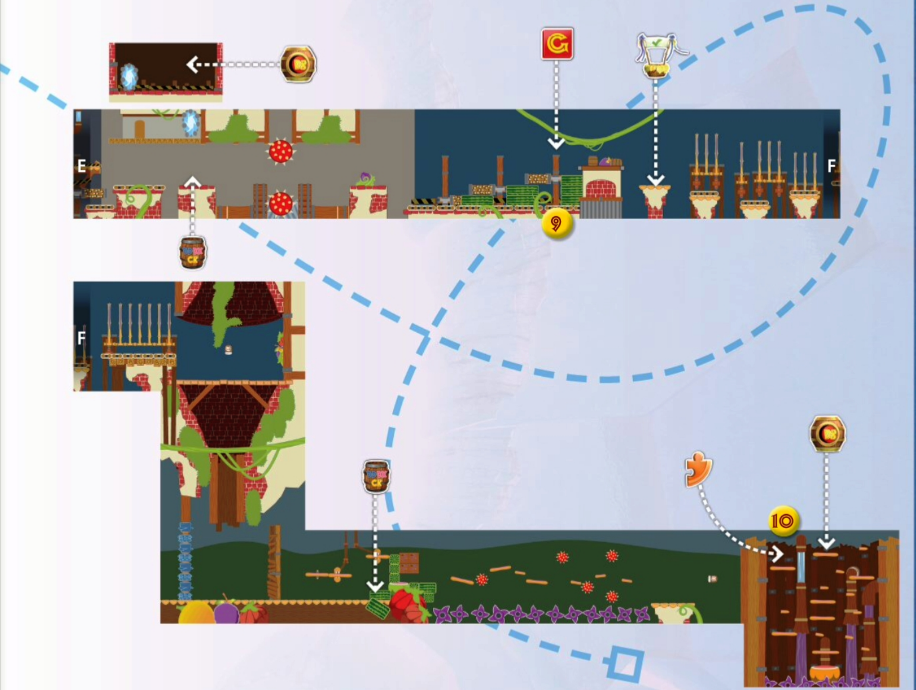
The second KONG Letter hovers at point 5. Jump along the bits of fruit that appear in the area, then leap through the O and into the nearby Barrel Cannon.



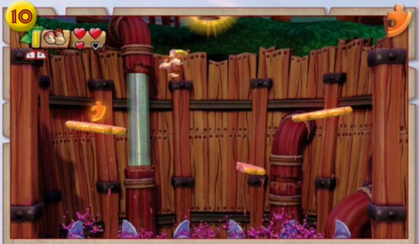
The third KONG Letter is at point 6. Stand on the nearby pendulum, then jump up and collect the N as you swing into position—just make sure you move fast enough to stay ahead of the approaching blades.

Stand near the Flower Bulb at point 7 and perform a Ground Pound to free the Puzzle Piece trapped within it.

To find the map's secret exit, hop up to the platform at point 8, then Barrel Roll Jump to the right to reveal the blue portal hidden behind the nearby wall. Pass through the portal and strike the hidden Slot Machine Barrel to unlock the path to stage 5-A: Beehive Brawl.



The last KONG Letter floats at point 9. Hop along the stacked melons as they move past the spiked panels, then jump up and grab the G on your way to the next platform.



The last Puzzle Piece is near the Slot Machine Barrel at the end of the map. When you reach the last area, several spinning blades appear below you. You must use the available bits of fruit to stay out of harm's way. Just before you reach the Slot Machine Barrel, a Puzzle Piece appears to the left. Use a well-timed Barrel Roll Jump to clear the gap, or use Dixie Kong's Helicopter Spin to extend the distance of a standard jump.

STAGE 5-4:
PANICKY PADDLES

STAGE BASICS

As you move through this stage, watch out for the spiked fruit scattered throughout each area. These hazards drop out of chutes, bounce in place, and float around pools of fruit juice. You can Ground Pound many of the available platforms to drop into otherwise inaccessible areas, but falling fruit can also spin these platforms out of position. Pay attention to your surroundings, and time each jump to ensure that you make a safe landing.

NOTE

You'll need Dixie Kong's Ponytail Propeller to reach the secret exit near the end of the map, but it can be difficult to keep her healthy for the duration of your visit. Unless you plan on using the main exit, consider bringing a few Portable DX Barrels into the stage.

1

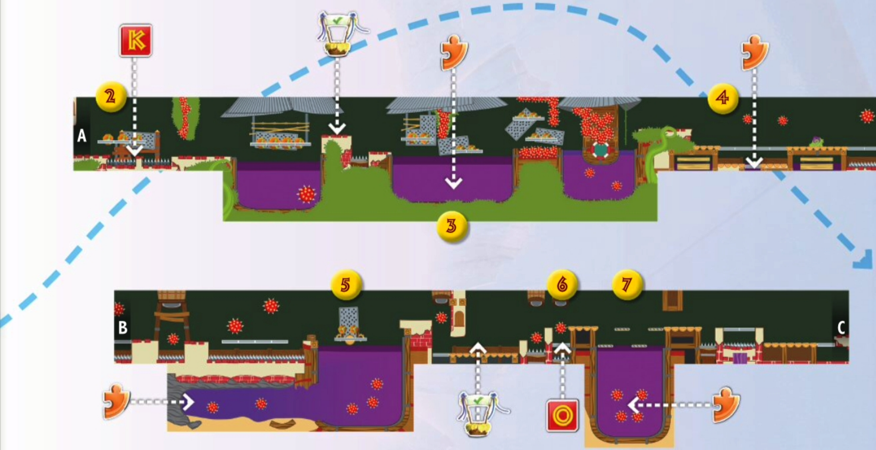
There's a flying banana trapped in the chest at point 1. Bop the nearby Toucan't and bounce up to the small platform, then perform a Ground Pound to free the flying banana.

As the flying banana circles the area, gather the items trailing behind it. Grab all of the available items before they leave the area to reveal a Puzzle Piece.

2

The first KONG Letter is at point 2. Ride the nearby platforms until you're directly above the K, then perform a Ground Pound to drop down and collect it.

ISLAND 5: JUICY JUNGLE



Drop into the juice at point 3 and scoop up all of the nearby bananas to reveal a Puzzle Piece. Unfortunately, the patrolling Yellow Snaggles makes it fairly difficult to complete this seemingly simple task. Defeat this enemy as quickly as possible, or evade its attacks until you're ready to leave the area.

Ground Pound through the platform at point 4 to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

Drop into the juice at point 5 and swim toward the bottom of the map.

When you reach the bottom of the pool, follow the path to the left to find a Puzzle Piece.

6

The second KONG Letter is on the small platform at point 6. Stand on the nearby bricks and wait for a spiked fruit to drop through the platform. As soon as the platform stops spinning, grab the O and jump to safety.

7

When you reach point 7, you must use one of the nearby Watermelon Fuse Bombs to destroy the shield blocking the main path. Before you leave the area, however, drop into the pool of juice below you.

Swim to the bottom of the pool and collect all of the available bananas. When you do, a Puzzle Piece appears near the spiked fruits above you.

8

Stand on the spinning platform at point 8 and wait for the nearby Harold to throw some Watermelon Fuse Bombs at you. As soon as a Watermelon Fuse Bomb lands on the platform, perform a Ground Pound to drop into the area below you. Grab the bomb and toss it at the shield to the right. After the blast, head through the opening to find a bonus room—and move quickly to escape any additional Watermelon Fuse Bombs that may have dropped into the area.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears at the center of the area.

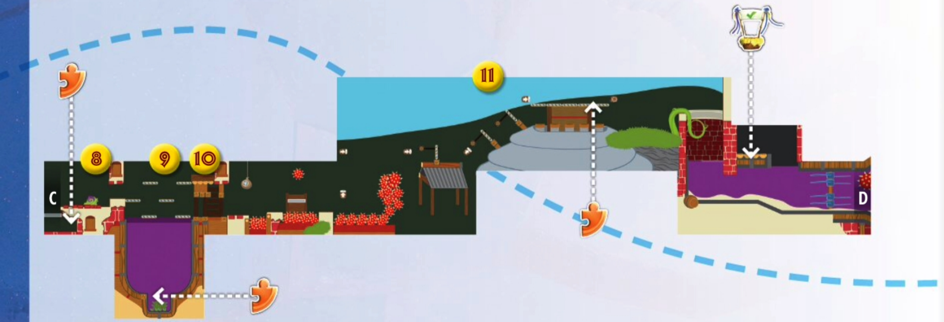
9

Drop into the juice at point 9, then slip past the patrolling Yellow Snaggles.

Swim to the bottom of the pool to find a partially hidden Puzzle Piece in a patch of seaweed.

10

The tank at point 10 blocks the main path. When you're ready to leave the area, pluck the handle above the tank to reveal the way out.



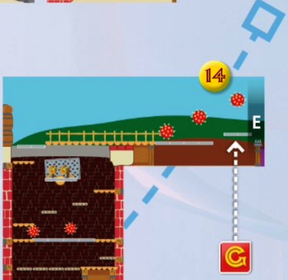
When you reach the Barrel Cannon at point 11, look for the Puzzle Piece to the right. The Puzzle Piece spins in time with the nearby platforms—time your launch so that you pass through the Puzzle Piece just after it stops moving.

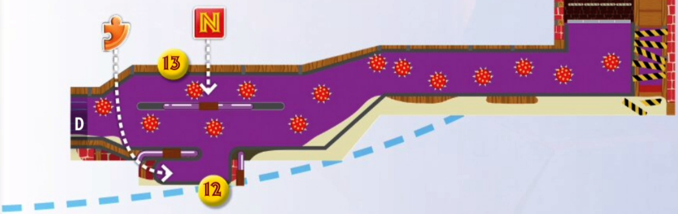
Swim behind the bricks at point 12 to find a hidden area. Snag the Puzzle Piece to the left, then return to the main path.

The third KONG Letter is floating at point 13. Follow the main path to pass under the N, then circle back to collect it. Slip between the spiked fruits and allow the current to carry you to the KONG Letter. The spiked fruits move a bit slower than the current, so adjust your position as needed.

The last KONG Letter hovers at point 14. To collect it, you must perform a Barrel Roll Jump from the nearby platforms. Time your approach to slip under the bouncing fruit. Roll as you reach the gap to launch yourself toward the G, then time your jump to grab the KONG Letter on your way to the nearby pool.

The map's secret exit is through the blue portal at point 15, and you'll need Dixie Kong's help to reach it. Hop into the pool of juice and swim down toward the bottom of the map. Use Dixie Kong's Ponytail Propeller to fight through the current. Enter the portal and strike the hidden Slot Machine Barrel to unlock the path to stage 5-B: Jammin' Jams.

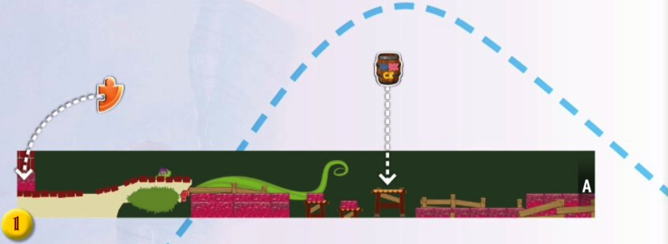




STAGE 5-5:
JELLY JAMBOREE

STAGE BASICS

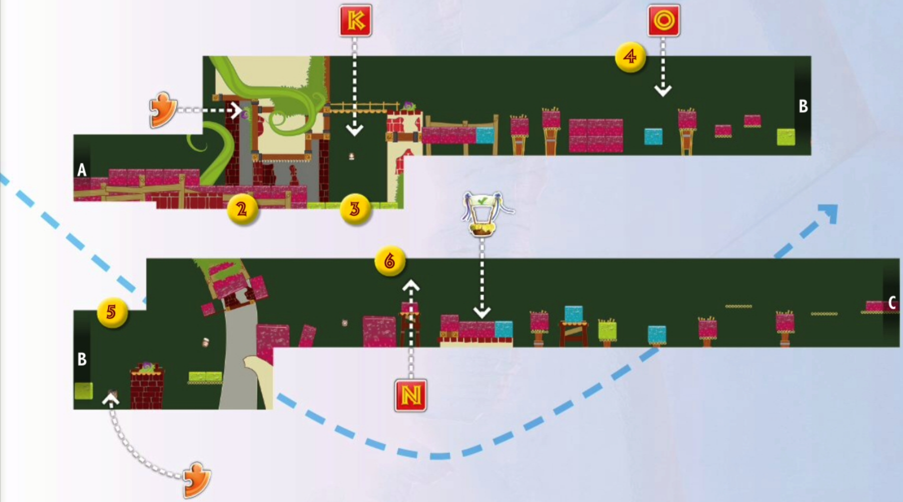
As you move through this stage, you'll bounce along a variety of jelly blocks. Purple blocks provide a moderate bounce, but green blocks allow you to reach much greater heights. Blue jelly blocks act as switches—when you bounce on a blue block, look for any nearby changes in the environment. Some of the map's collectible items are encased inside these jelly blocks. To free a trapped item, perform a hard bounce on an adjacent jelly block.



Perform a Roll Attack into the jelly at point 1 to free the Puzzle Piece trapped within it.

Bounce up and cling to the grassy surface at point 2, then climb to the top of the area.

When you reach the Flower Bulb at the top of the area, perform a Ground Pound to free the Puzzle Piece trapped within it.



The first KONG Letter sweeps back and forth through point 3. When you reach the nearby Barrel Cannon, time your launch to pass through the K on your way to the next area.

The second KONG Letter floats at point 4. Bounce on the blue jelly block beneath the O to alternate between the jelly blocks on the post to the right. When the raised block is in position, bounce over and use it to reach the KONG Letter.

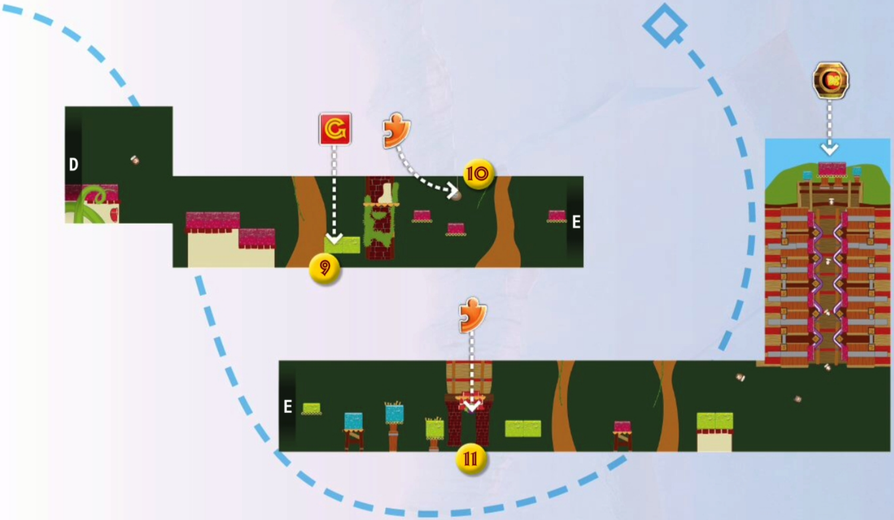
Perform a triple-bop combo to defeat the Puffton at point 5, then use the Barrel Cannon below you to launch yourself to a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

The third KONG Letter is floating at point 6. After you reach the nearby checkpoint, use the jelly blocks to the left to bounce up and grab the N.

When you land on the blue jelly block at point 7, the next blue jelly block rotates into the background. Bounce a second time to spin the post back to move the block back to its original position, then hit it to reveal the green block to the right.

Use the green jelly to bounce up and collect the Puzzle Piece from the wooden platform to the right.



As you approach point 8, several bananas appear in the area.

Gather all of the bananas to expose a Puzzle Piece to the left, then use the jelly to bounce up and grab it.

The last KONG Letter is stuck in one of the green jelly blocks at point 9. Move to the block on the right and perform a hard bounce to free the G from the block to the left.

Bop the Tuff Tucks at point 10, then toss the dazed enemy into the nearby sandbag to reveal a Puzzle Piece.

When you reach the platform at point 11, perform a Ground Pound and collect a Puzzle Piece from the Flower Bulb below you.

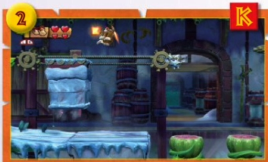
STAGE 5-6:
FROSTY FRUITS

STAGE BASICS

Virtually every surface on this map is covered in ice, so be mindful of your momentum. When precision is your priority, remember to allow yourself extra time to build speed or skid to a stop. This lack of traction can be turned to your advantage, however. With enough speed, you can duck under a long line of low-hanging obstacles and allow your momentum to carry you through the area. Ground Pound ice cubes to open new paths or free trapped objects, and use the available spring-loaded fruits to launch yourself into the air or across the ice.

When you reach the small ice blocks at point 1, perform a Ground Pound to drop down into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.



The first KONG Letter hovers at point 2. Stand near the fruit to the right and wait for the large block of ice to move toward you. When it does, use the fruit to bounce up to the block and grab the K.

ISLAND 5: JUICY JUNGLE

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT

3

Hop onto the small ice block at point 3 and perform a Ground Pound. Pluck the revealed handle to free a flying banana.

As the flying banana circles the area, collect all of the items trailing behind it. Complete the task before the banana leaves the area to reveal a Puzzle Piece.

4

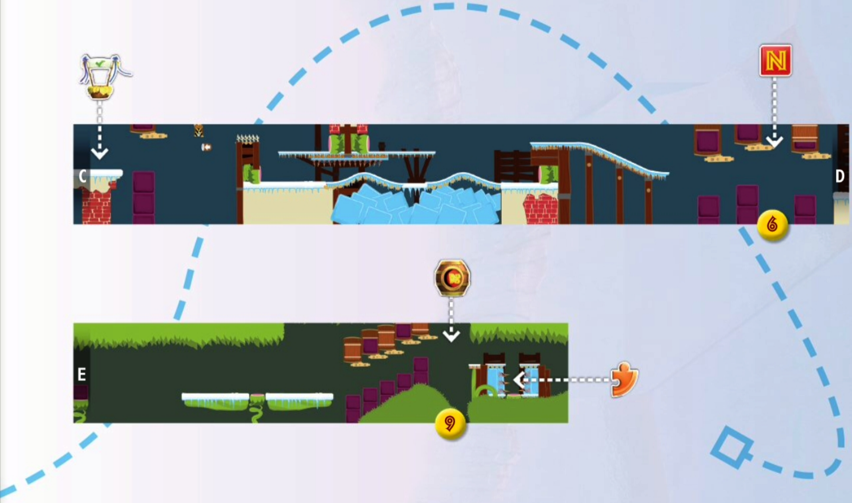
The second KONG Letter is floating at point 4. Stand on the giant freeze pop just to the left of the KONG Letter and wait as it slides off of its stick. The platform pauses just before it falls out of the area. When this happens, jump through the O and up to the next freeze pop.

TIP

If you're having trouble jumping through the KONG Letter, consider using a Barrel Roll Jump instead. This maneuver makes it easier to collect the O, but it can also make it more difficult to land safely.

Cling to the short vine at point 5 to lower the nearby freeze pop. Once it's in position, drop to the fruit below you and bounce onto the freeze pop. Wait as the frozen juice slides down its stick. Hop behind the wooden wall to the right to find a hidden Puzzle Piece.

The third KONG Letter is at point 6. Bop the nearby Puffton and bounce up to grab the N as you move through the area.



Slip through the opening at point 7 to move under the bridge, then drop into the Barrel Cannon below you. Wait until you move under the nearby Puzzle Piece, then launch yourself out of the Barrel Cannonand back up to the main path.

The last KONG Letter drifts at point 8. Wait for the spiked hazards to retract into the ice above you, then grab the G as you jump across the nearby gap.

The last Puzzle Piece is hidden past the Slot Machine Barrel, so make sure you collect it before you exit the stage. When you reach the last stack of purple ice cubes, Barrel Roll Jump over to the small platform beyond the Slot Machine Barrel.

Follow the path to the right to find a secret area. Wait for the spiked hazards to retract into the ice, then drop and grab the Puzzle Piece.

STAGE 5-A: BEEHIVE BRAWL

NOTE

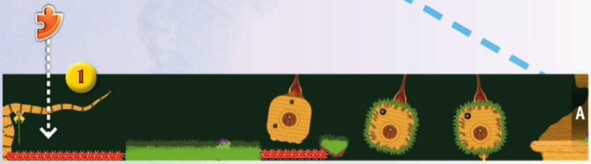
To unlock this map, you must find the secret exit located in stage 5-3: Fruity Factory.

TIP

Many of the map's Buzzies are carrying fruit wedges. Jump up and cling to a fruit's grassy exterior to have the attached Buzzy carry you through the area. While in this position, you have some control over your altitude. Perform Ground Pounds to move toward the top of the screen, and stop attacking to allow the Buzzy to sink back down to its default path.

STAGE BASICS

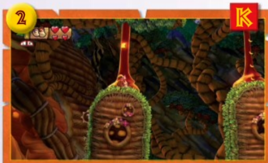
To reach the end of this stage, you must take advantage of the grassy surfaces scattered throughout the map. Doing so involves clinging to walls and ceilings, swinging along massive pendulums, and sneaking rides with working Buzzies. If you're having trouble identifying the main path, look for any grass-covered objects that might help you reach the next area.



1

You'll need Cranky Kong's help to collect the first Puzzle Piece. If you don't enter the stage with Cranky Kong as your active partner, free him from the first available Buddy Barrel and return to the starting location to Cane Bounce across the spikes at point 1.

Cling to the vine at the edge of the map to release a cluster of bananas. Use Cranky Kong's Cane Bounce to collect all of the bananas before they vanish. If you succeed, a Puzzle Piece appears in the area.



2

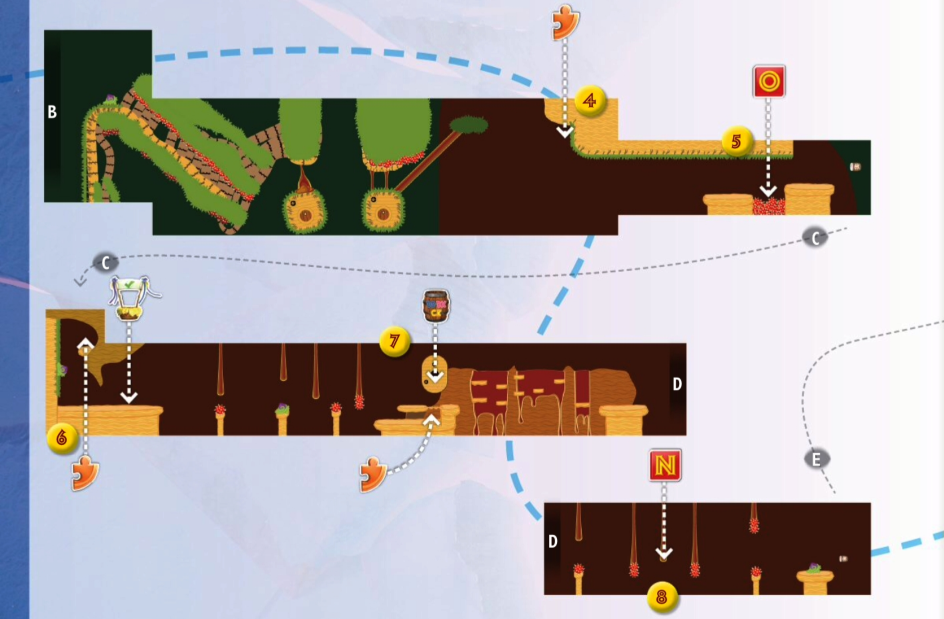
The first KONG Letter is floating near point 2. Stand on the platform below the K, then jump up and grab the KONG Letter as it bobs toward you.

Jump to the ledge at point 3 and cling to its grassy surface. Climb up and follow the trail of bananas to find the bonus room to the left.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

When you reach the grassy surface at point 4, move left to climb up and grab the nearby Puzzle Piece.

The second KONG Letter drifts above the spikes at point 5. Defeat the nearby enemies, then Barrel Roll Jump through the O to collect it without touching spikes.

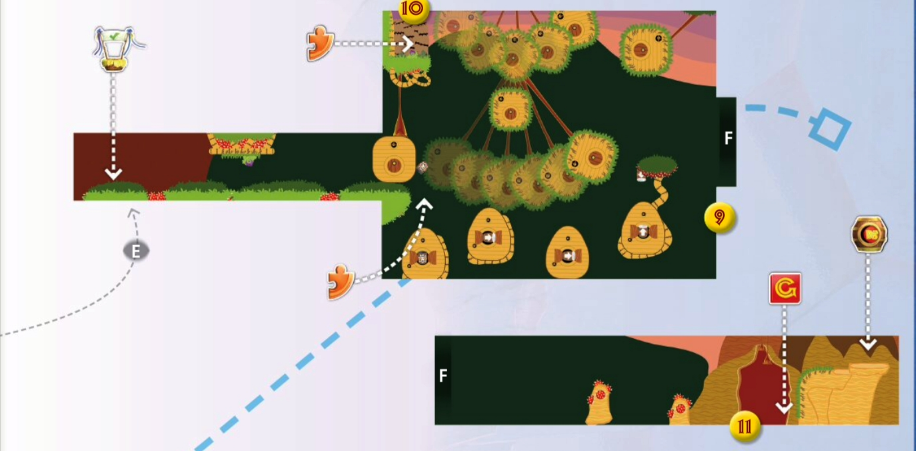


Climb the grassy surface at point 6 to find a hidden ledge above the main path. Jump over to the ledge, then move right to enter a bonus room.

When you reach the platform at point 7, drop to the lower ledge and move behind the wall to the right to find a hidden Puzzle Piece.

The third KONG Letter is at point 8. Make sure you're in position to collect the N as the Buzzy carries you through the area.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.



When you reach the pendulum at the top of the area, use it to swing over to point 10. Hop over and perform a Ground Pound near the Flower Bulb to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

Swing over to the tree at point 9 to find a partially hidden Barrel Cannon. When you're close enough, let go of the pendulum and leap into the Barrel Cannon.

Follow the Barrel Cannons along the bottom of the area to collect a Puzzle Piece on your way back to the main path.

When you cling to the stage's last pendulum, it breaks free and carries you to toward the end of the map.

Eventually, the platform lands near the final KONG Letter. Hop through the G and climb the grassy surface up to the Slot Machine Barrel.

STAGE 5-B: JAMMIN' JAMS

NOTE

To unlock this map, you must find the secret exit located near the end of stage 5-4: Panicky Paddles.

STAGE BASICS

This stage contains plenty of spikes, fruit presses, and retractable platforms. Pay attention to your surroundings, and time each jump to ensure you're able to land safely.

1

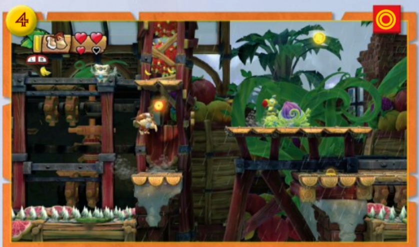
Use the Bouncelisk patrolling near point 1 to reach the circling bananas floating in the air. Continue bouncing until you collect all of the available bananas and reveal a Puzzle Piece.

2

After you slip past the press at point 2, make your way up to the nearby platform. When the press slams down, hop over and climb the patch of grass growing along its side to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.

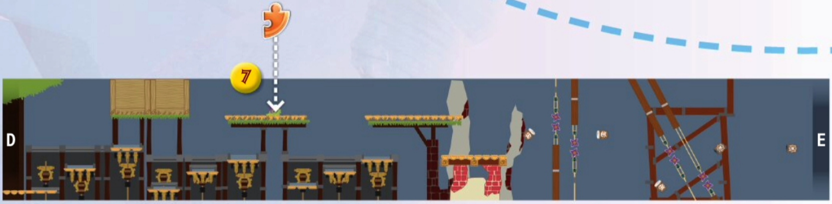
The first KONG Letter is floating at point 3. Bop the nearby Tuff Tucks or one of the incoming Archy projectiles and bounce up to grab the K.



The second KONG Letter hovers at point 4. Every few seconds, three spiked fruits bounce off of the platform below it. The platform to the left of the KONG Letter retracts at regular intervals, so don't linger in the area. Time your approach carefully to collect the O without taking damage.

TIP

If you're having trouble collecting this KONG Letter, take the upper platforms to avoid these hazards, then turn back and approach the O from the opposite direction.



When you reach the Barrel Cannon at point 5, look for the KONG Letter floating above you. Watch the nearby platforms as they slide in and out of the background until you get a sense of their timing. Launch yourself through the N just as the platforms beneath it slide into place, then leap to safety.

Before you slide down the vine at point 6, climb up and hop to the nearby ledge to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

You must Ground Pound the Flower Bulb at point 7 to free the Puzzle Piece trapped within it. Before you can do this, however, you must find a way to reach the Bulb.

Continue along the main path until you find the patrolling Bouncelisk, then bop the enemy and bounce up to the platform above you. Follow the upper path back to the left and collect the Puzzle Piece at point 7.

8

Pluck the handle at point 8 to find a hidden Watermelon Fuse Bomb, then dash back to the left.

Toss the Watermelon Fuse Bomb into the damaged press to the left. After the blast, slip under the press and collect the revealed Puzzle Piece.

9

The last KONG Letter is floating at point 9. Launch yourself through the G as you move between the available Barrel Cannons.

STAGE 5-BOSS:
PUNCH BOWL

THE APPROACH

To complete this stage and unlock the next island, you must defeat Bashmaster, the Unbreakable. Select a partner from the available Buddy Barrel, then hop into the nearby Barrel Cannon to launch yourself down to this hammer-wielding polar bear.

TIP

Diddy Kong and Dixie Kong can both be useful during the upcoming battle, but consider selecting Cranky Kong from the available Buddy Barrel. His Cane Bounce makes it much easier to avoid many of Bashmaster, the Unbreakable's attacks.

PHASE 1

Bashmaster, the Unbreakable utilizes a variety of attacks—during the first phase, his hammer swing is the easiest to counter. When you see Bashmaster raise his hammer above his head, stay out of range to avoid the impact.

Hop onto the hammer just after it hits the ice, then jump over and bop the polar bear's head. A successful attack causes Bashmaster, the Unbreakable to tumble off of the platform.

When Bashmaster leaps off-screen, a small shadow appears on the platform. Roll away from the shadow and jump up just as the polar bear lands to neutralize the effect of his slam attack.

If you see Bashmaster, the Unbreakable tap the ice with his hammer's handle or twirl the weapon in his hands, it indicates that ice cubes are about to drop into the area. During this phase, all of the ice cubes land near Bashmaster, the Unbreakable. Keep your distance and hop over the ice cubes as the polar bear kicks them toward you. When you spot the frozen Watermelon Fuse Bomb, hop onto it and use a quick Ground Pound to free it from the ice.

TIP

Many of the ice cubes that appear during this battle contain banana coins or hearts. Make the Watermelon Fuse Bombs your priority, but try to Ground Pound any ice cubes that contain helpful items.

Once you free the Watermelon Fuse Bomb, toss it into Bashmaster, the Unbreakable to send him toppling off of the platform. Use these tactics to stay healthy and counter the polar bear's attacks—knock Bashmaster off of the platform three times to end the battle's first phase.

PHASE 2

During the battle's second phase, Bashmaster, the Unbreakable introduces a new attack. Each time the polar bear summons ice cubes, look for the shadows that appear on the platform. During this phase, multiple shadows appear on the platform—this indicates an incoming charge attack. Stand in one of the gaps between to avoid the ice cubes as they fall. After they land, hop onto a stack of ice cubes and wait for Bashmaster, the Unbreakable to charge across the platform.

TIP

During this attack, try to wait on the stack of ice cubes that land across the platform from Bashmaster, the Unbreakable.

Once all of the ice is in place, Bashmaster, the Unbreakable charges toward you. As he approaches the center of the platform, he drops and slides through the remaining stacks. Jump over the polar bear and his spiked hammer; if he's spinning during his slide, turn around and follow him to the edge of the platform, but if he isn't spinning, move to the opposite edge of the platform.

If Bashmaster, the Unbreakable spins through the end of his charge, the attack leaves him dizzy. While he's vulnerable, jump up and bop his head to knock him off the platform. If he doesn't spin, hang back and wait for his next attack.

During this phase, Bashmaster's slam attacks are powerful enough to send shards of ice rippling across the surface of the platform. When he leaps out of view, locate the shadow on the platform, move to the other edge of the platform, and jump as he lands to maintain your footing.

After the impact, leap over the incoming ice shards and prepare for the next attack. Dodge his attacks and bop Bashmaster, the Unbreakable each time he makes himself dizzy. Knock him off of the platform three times to begin the battle's third phase.

PHASE 3

During the battle's final phase, Bashmaster, the Unbreakable utilizes an upgraded ice cube attack. As you avoid the ice cubes, keep a close eye on the polar bear—his behavior will have a major effect on the nature of the attack. If he kicks the ice cubes toward you, hop along the stacks as they slide across the platform. Perform a series of Ground Pounds to free any trapped Watermelon Fuse Bombs, then toss them at Bashmaster, the Unbreakable to knock him off of the platform.

TIP

Some of the stacks are too high to clear in a single jump, so you'll need to use shorter stacks as stepping stones. Unless you're collecting a Watermelon Fuse Bomb, try to keep all of the ice cubes intact.

If Bashmaster, the Unbreakable whirls his hammer as ice cubes fall into the area, it means the next attack is coming very quickly. Instead of kicking the ice cube when it lands, he smacks it with his hammer. The force turns the ice cube into a spiked projectile. Stay back and hop over the projectile as it speeds toward you.

CAUTION

Bashmaster often creates these spiked projectiles immediately after kicking several stacks of ice toward you, but he occasionally performs a series of these attacks. When this happens, watch for his changeups: If he takes two swings at an ice cube before he hits it, the resulting projectile will travel at a significantly slower speed.

During this phase, Bashmaster, the Unbreakable also uses an enhanced form of his hammer swing. After he raises the hammer above his head, he hops toward you and slams the weapon down with enough force to send icicles rippling across the platform.

You must react as soon as Bashmaster begins his attack. Retreat far enough to escape the initial impact, but stay close enough to avoid the icicles, hop onto the hammer, and bop Bashmaster, the Unbreakable before he recovers from his attack. If you've managed to hang onto your partner, use his or her jumping ability to help accomplish this. Otherwise, you must time your counterattack very carefully.

During the battle's final phase, Bashmaster, the Unbreakable's slam attacks revert back to their original power. Look for the shadow that appears on the platform, run to the opposite side of the area, and jump up just before the polar bear lands.

Stay healthy and counterattack at each opportunity. Knock Bashmaster, the Unbreakable into the water three times to trigger the encounter's finale. Follow the on-screen prompts to end the battle with a punishing melee combo. After you complete stage 5-Boss: Punch Bowl, you automatically travel to stage 6-1: Homecoming Hijinxs.

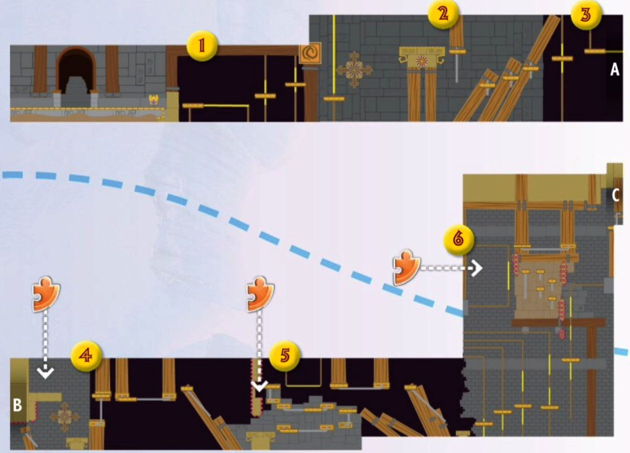
STAGE 5-K: PLATFORM PROBLEMS

NOTE

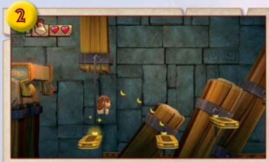
To unlock this stage, you must collect all of this island's available KONG Letters.

STAGE BASICS

Like all temple stages, this map contains very little solid ground. Most of the available platforms either rotate as they move along their tracks or break loose the instant you touch them. Learn to identify dangerous platforms and time your jumps accordingly. When you're having trouble identifying a safe foothold, look for a nearby Hootz—bopping these enemies should buy you enough time to identify a more appropriate landing spot.



While the platform at point 1 moves along the lighter track segment, it remains in a horizontal position. As it moves along the darker track segments, it flips into a vertical alignment. You'll find similar platforms scattered throughout the stage—use the corresponding tracks to determine exactly when these platforms will serve as safe footholds.

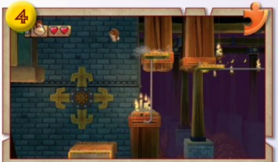


When you hop onto the narrow platform at point 2, it breaks loose and slides down its track—you must abandon the platform before it drops out of the area. You'll encounter many more of these narrow platforms on your way through the stage, so plan accordingly.

Hop through the bananas at point 3 to collect all of them as you pass through the area. If you succeed, a Puzzle Piece appears to the right.

Jump up to grab the Puzzle Piece just before the platform rotates, then bop the nearby Hootz and bounce up to the small platform near the spikes to the right.

ISLAND 5: JUICY JUNGLE



When you reach the platform at point 4, ride to the top of its track, then perform a Barrel Roll Jump to reach the ledge to the left.

After you land, approach the panel to the left to reveal a hidden Puzzle Piece.

After you reach the platform at point 5, hop over and grab the Puzzle Piece to the left. When you do, make sure you time your jump to avoid the nearby spikes.

When you reach the platform at point 6, look for the Puzzle Piece floating near the Hootzes to the left. Ride the platform until it reaches the end of the lighter track segment, then jump over and bop the nearest Hootz. Bounce up and drop through the Puzzle Piece, then bop each of the remaining Hootzes and return to the platform as it circles back to the lighter track segment.

TIP

The platform moves fairly slowly, so buy as much time as possible. Make sure you press and hold the jump button as you bop each of the three Hootzes.

As you bop along the Hootzes at point 7, make sure you collect all three of the banana coins floating in the area.

If you succeed, a Puzzle Piece appears to the right. After you bop the last Hootz, bounce up to grab the Puzzle Piece on your way to the next platform.

ISLAND 6: DONKEY KONG ISLAND

ISLAND STAGES

NUMBER	NAME	PUZZLE PIECES	SECRET EXIT?
6-1	Homecoming Hijinxs	5	No
6-2	Seashore War	5	No
6-3	Aqueduct Assault	5	No
6-4	Blurry Flurry	7	No
6-5	Forest Folly	5	No
6-6	Cliffside Slide	5	No
6-7	Frozen Frenzy	5	Yes
6-8	Meltdown Mayhem	5	No
6-A	Dynamite Dash	5	No
6-B	Icicle Arsenal	5	No
6-Boss	Volcano Dome	0	No
6-K	Slippy Spikes	5	No

ISLAND 6: DONKEY KONG ISLAND

STAGE 6-1: HOMECOMING HIJINXS

STAGE BASICS

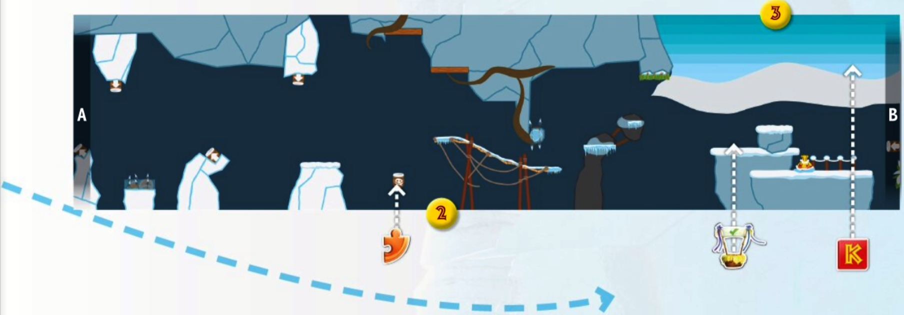
This stage contains some particularly fragile footholds; stay alert. Each time you reach a sturdy platform, take a moment to identify the best route through the area. Many of the available grassy surfaces snap loose the moment you cling to them, and while this makes scaling walls significantly more difficult, it can often be used to your advantage—after breaking loose, a climbable surface may carry you toward a hard-to-reach platform or collectible item.

The thin platform at point 1 is just strong enough to absorb the impact of one landing. If you leave the platform (or hop into the air), returning to the platform causes it to crumble. You'll find similar platforms scattered throughout the map, so plan your route to ensure that you make the most of these temporary footholds.

When you land on the ramp at point 2, turn around and look for the Barrel Cannon floating near the bottom of the area. When you're ready, drop into the Barrel Cannon to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

ISLAND 6: DONKEY KONG ISLAND



When you reach the platform at point 3, look for the KONG Letter floating to the right. Wait for the nearby Hootz to approach, then Barrel Roll Jump onto the enemy and bounce up through the K. After you collect the KONG Letter, drop straight down to avoid the Blue Hootzes to the right.

When you reach the grassy surface at point 4, climb down and grab the Puzzle Piece below you. Move quickly! You must collect this item and reach the next platform before the grassy surface breaks loose and slides out of the area.

The second KONG Letter hovers at point 5. Bop the nearby Hootz, drop through the O, and then use the available Barrel Cannon to launch yourself to the next platform.

When you reach point 6, wait for the nearby Harey to approach, then bop the enemy and bounce up to the grassy surface above you.

Climb up to find a chest hidden above the main path, then perform a Ground Pound to free the Puzzle Piece trapped within it.

Hop behind the wood panel at point 8 to reveal a hidden Puzzle Piece. Move quickly to grab this item and climb up to the next ledge before the entire structure falls off of the map.

When you land on the platform at point 7, it begins to break loose. Roll to the right to find the third KONG Letter. Hop onto the snow-covered platform, jump up and grab the N, and then leap through the nearby banana coins to ensure that you land on the next available platform.

The last KONG Letter is at point 9. Stand on the ledge to the left, then Barrel Roll Jump through the G and up to the nearby grassy surface.

Before you touch the Slot Machine Barrel, collect all of the nearby bananas to reveal a Puzzle Piece. The available footholds are fragile, so make sure you collect the bananas above the platforms before they drop off the map.

Collect the Puzzle Piece when it appears, then use the available Barrel Cannon to launch yourself into the Slot Machine Barrel.

STAGE 6-2:
SEASHORE WAR

STAGE BASICS

As you move through this stage, use the available ice flows and wrecked ships to stay out of the freezing water. The handles scattered throughout the map can be used to temporarily raise some of the larger platforms out of the water. After you release a handle, move quickly to ensure that you reach a safe foothold before the raised platform returns to its original position.

The first KONG Letter is drifting at point 1. Wait for the nearby Archy to attack, then bop one of its fish and bounce up through the K.

Pull the handle at point 2 to raise the entire platform out of the water. Before you continue along the main path, Ground Pound through the platform's loose panels to collect the revealed Puzzle Piece. The platform begins sinking when you let go of the handle, so move quickly.

Stand near the large flower at point 3 and perform a Ground Pound. Use the exposed Barrel Cannon to launch yourself to a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

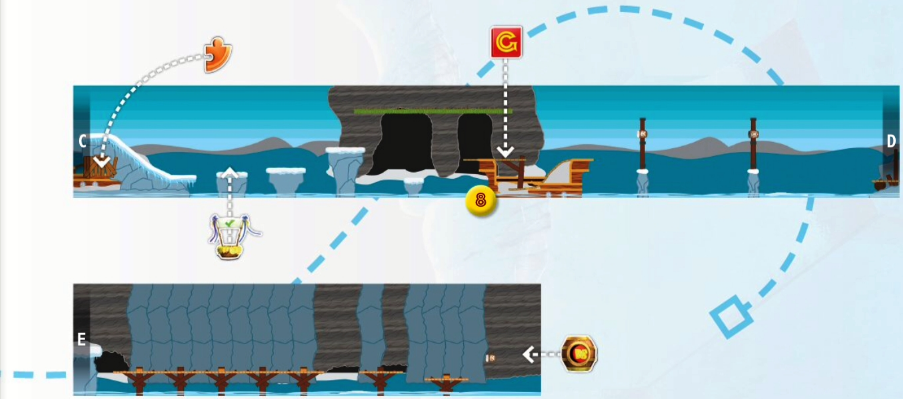
Collect all of the bananas circling near point 5 to reveal a hidden Puzzle Piece.

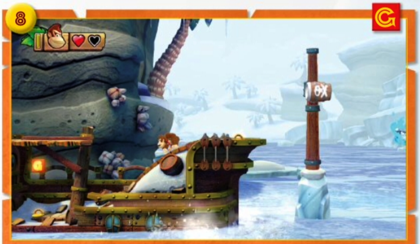
The second KONG Letter is at point 4. As you pull the nearby handle, observe the Blue Hootzes circling the area. When you're ready, release the handle, dash under the O, and jump up to collect it as the next enemy flies toward you. If you time your approach properly, you should be able to slip past the enemies and reach the next ledge before the platform sinks back into the water.

The third KONG Letter floats at point 6. Climb the nearby vine to ensure that you're in position to collect the N as you swing through the area.

When you reach the cracked ice at point 7, perform a Ground Pound to drop into the small enclosure below you. When you land, move behind the wood panel to the right to find a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.





The last KONG Letter is near the handle at point 8. Clear out the nearby Hot Hootz, then use the handle to raise the entire platform out of the water. When you're ready, release the handle and dash down the slope to the left. Pull the handle below the KONG Letter to stop the platform from sinking, then jump up and collect the G.

Use the Fluff at point 9 to reach the large flower on the nearby platform. Wait for the Fluff to hop, then bop the airborne enemy and bounce up to the ledge. After you land, move to the large flower and perform a Ground Pound to expose the Puzzle Piece trapped within it.

TIP

As you wait for the Fluff to hop toward you, pull the nearby handle to raise the platform out of the water. Because the platform sinks back down as you bounce through the air, you should find it a bit easier to reach the large flower. If all else fails, return to this area with Dixie Kong as your active partner, then use her Helicopter Spin to reach the ledge with ease.

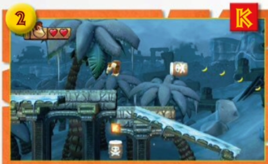
Stage 6-3: Aqueduct Assault

STAGE BASICS

Many of the platforms collapse under your weight, but that doesn't mean you need to rush through each area. When larger platforms slide out of the area, they often expose the smaller platforms that once supported them. As you approach the end of the map, however, you find entire structures sinking out of each area—pick up the pace to ensure that you reach the map's Slot Machine Barrel.

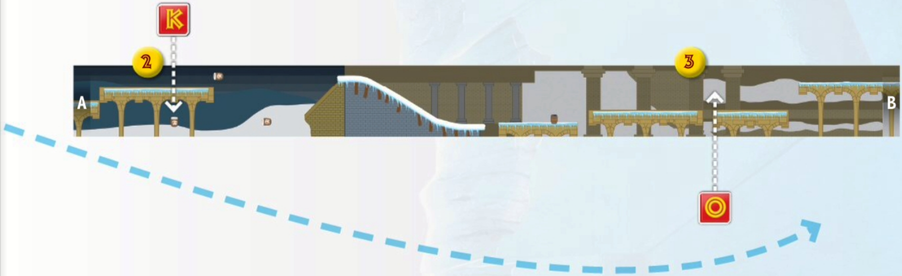
When you reach the platform at point 1, it tilts down and slides out of the area. As it does, hop to one of the small platforms attached to the support posts. Wait for the secret Barrel Cannon to appear, then use it to launch yourself to a bonus room.

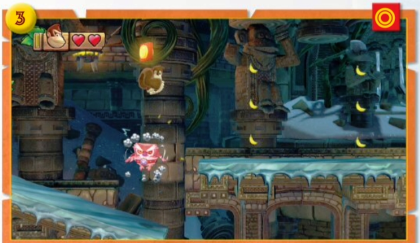
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.



The first KONG Letter is floating at point 2. When step onto the nearby platform, it tilts down and slides out of the area. Once the platform moves out of the way, drop through the K and into the Barrel Cannon below you.

ISLAND 6: DONKEY KONG ISLAND





The second KONG Letter hovers at point 3. Bop the nearby Hootz and bounce up to collect the O on your way through the area.

Collect all of the bananas circling at point 4 to reveal a Puzzle Piece. You should be able to grab at least a few of the bananas as you bounce into the area. After you land, bait the nearby Archy into attacking, then bop its fish until you've collected the remaining bananas and the resulting Puzzle Piece.

Destroy the shield at point 5 to expose a hidden Puzzle Piece. To do this, continue along the main path to find a Tuff Tucks patrolling a nearby platform. Bop the enemy, then return to point 5 and toss the Tuff Tucks through the shield.

When you reach the platform at point 6, avoid touching the nearby Barrel Cannon. Instead, remain on the platform as it tips down and slides off of its supports. Just before it drops out of the area, make a running leap to the Puzzle Piece floating to the right.

ISLAND 6: DONKEY KONG ISLAND

Hop on the ice block at point 7 and ride it as it slides along the platform. After you collect the nearby KONG Letter, return to point 7 and perform a Ground Pound to free a Puzzle Piece from the large flower.

The third KONG Letter is floating at point 8. Jump up and collect the N as you ride the large block across the length of the platform.

TIP

After you collect this KONG Letter, remember to collect the Puzzle Piece from the large flower at point 7.

The last KONG Letter is drifting at point 9. Jump up and collect the G as you leap across the sinking platforms.

STAGE 6-4: BLURRY FLURRY

STAGE BASICS

Most of your time in this stage will be spent piloting a Rocket Barrel. As you fly through the map, take care to avoid the falling ice and any snowballs that move into your path. Toward the end of the stage, a runaway snowball carries you toward the Slot Machine Barrel. You can smash through most obstacles, but you must perform several well-timed jumps to keep the snowball from falling out of the area.

1

There's a bonus room hidden behind the shield at point 1. Follow the main path until you reach the first available Buddy Barrel, then grab it and return to the starting location. Toss the Buddy Barrel through the shield, then head through the opening to enter the bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

2

Pluck the handle at point 2 to reveal a Puzzle Piece. A giant snowball lands on the platform every few seconds, so you must move quickly.

TIP

Before you pluck this handle, stand at the platform's left edge and duck. This allows you to avoid the attack without straying too far from the handle. After you pull the handle, return to this position to avoid the next snowball.

3

Two rings of bananas are circling at point 3. Fly through the bottom of the first ring to collect all of its bananas, then swoop up and fly through the top of the second ring.

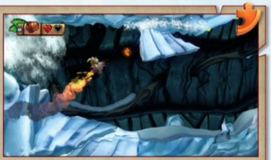
If you collect all of the bananas at point 3, a Puzzle Piece appears just past the next obstacle.

ISLAND 6: DONKEY KONG ISLAND

The first KONG Letter is floating at point 4. Swoop down and grab the K as you fly through the area.

The second KONG Letter is at point 6. Once you're safely past the nearby snowballs, adjust your position to fly through the O on your way to the next area.

As you fly through point 5, collect all of the available bananas to reveal a nearby Puzzle Piece.



After you collect the required bananas, fly up to the ceiling and wait for the Puzzle Piece to appear.

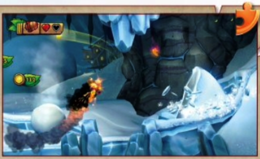
As you approach point 7, the ice drops down to reveal a trail of bananas. Collect all of the available bananas to reveal the Puzzle Piece at the top of the slope.

8

The third KONG Letter hovers at point 8. Fly up toward the ceiling to collect the N, then swoop down to avoid the jagged ice that drops into your path.

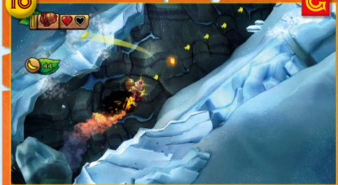
9

As you approach point 9, five small snowballs bounce into your path. Avoid these obstacles, but make sure you collect all of the bananas and banana coins that appear in the area.



Once you're safely past the small snowballs, four larger snowballs bounce into your path. Avoid these obstacles and collect all of the bananas and banana coins that appear in the area. If you manage to collect all of the available items mixed in among the snowballs, a Puzzle Piece appears just past a large cluster of icicles ahead of you.

10



The last KONG Letter floats at point 10. Follow the trail of bananas to ensure that you collect the G on your way through the area.

When you activate the Barrel Cannon at point 11, it launches you into a giant snowball. As the snowball carries you down the slope, use the jump button to bounce over any gaps in the path.

When you reach the end of the stage, move under the Slot Machine Barrel and Barrel Roll Jump across the gap to the right. After you land, Ground Pound the platform's loose panel to drop into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

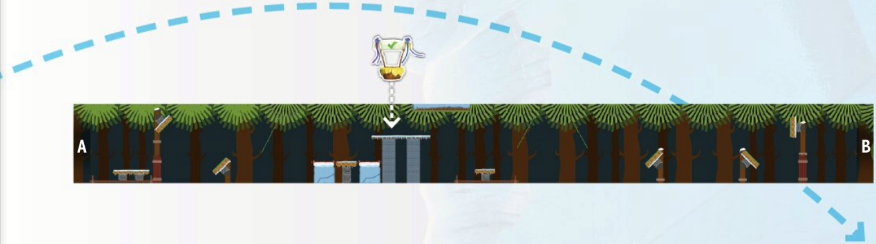
STAGE 6-5:
FOREST FOLLY

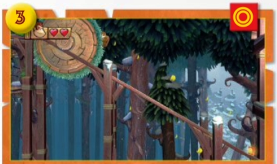
STAGE BASICS

As you move through this stage, take care to avoid the large snowflakes floating through the air. These slow-moving obstacles move along predetermined paths. Whenever possible, take a moment to observe a cluster of snowflakes before you attempt to slip past them. Many of the springboards scattered throughout the map tilt between various positions—wait until you're aimed in the desired direction, then perform a Ground Pound to launch yourself off of the springboard.

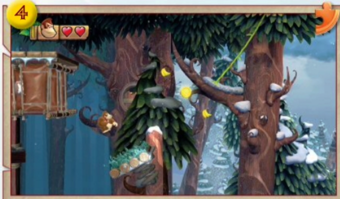
Stand near the large flower at point 1 and perform a Ground Pound to release a cluster of bananas. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

The first KONG Letter is floating at point 2. Stand on the nearby platform and watch the snowflakes as they drift through the area. When you see an opening, jump up and grab the K on your way to the next platform.



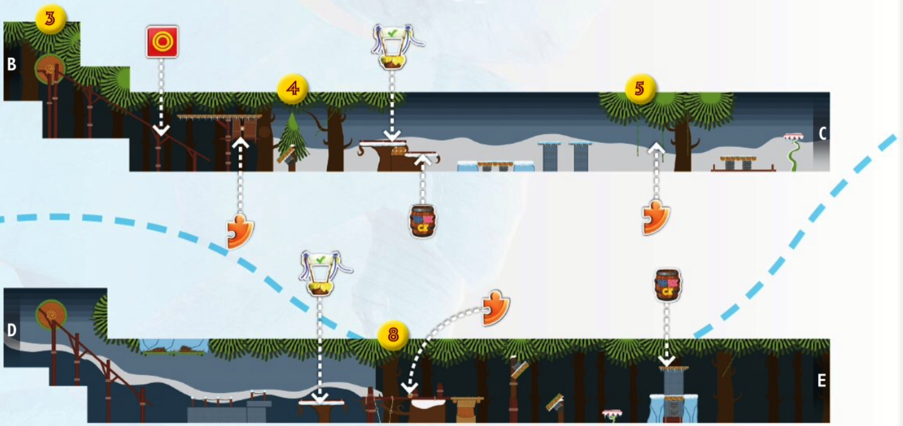


When you reach the large wheel at point 3, position yourself along its right edge and locate the nearby KONG Letter. As the wheel rolls down the tracks, climb along its grassy surface to maintain your position. After you collect the O, climb to the top of the wheel and jump to the platform above you.



Cling to the springboard at point 4 until it tilts to the left. When it does, perform a Ground Pound to bounce into a secret Barrel Cannon, then use the Barrel Cannon to launch yourself into a bonus room.

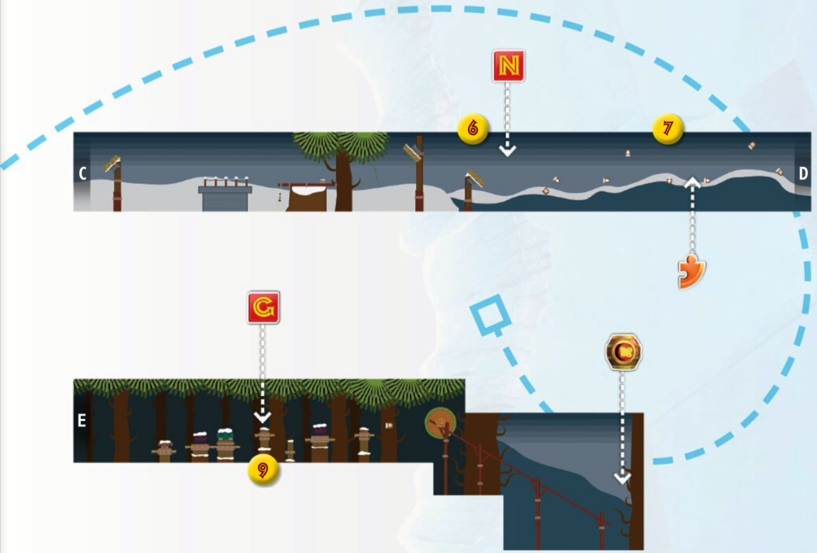
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.



As you move across the vines at point 5, collect all of the nearby bananas to reveal a Puzzle Piece.

When you reach the Barrel Cannon at point 7, a Puzzle Piece appears near the bottom of the area. As it moves into your path, launch yourself through the Puzzle Piece and into the next Barrel Cannon.

When you reach the springboard at point 6, the third KONG Letter appears to the right. Wait for the N to move into position, then Ground Pound the springboard to launch yourself through the KONG Letter and into the nearby Barrel Cannon.



8

Stand near the basket of fish located at point 8, then perform a Ground Pound to release a flying banana.

As the flying banana circles the area, collect all of the items trailing behind it to earn a Puzzle Piece.

TIP

It's much easier to earn this Puzzle Piece if you defeat the nearby Fish Poker Pops before you free the flying banana.

9

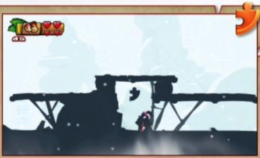
The last KONG Letter hovers at point 9. Stand on the nearby platform and Barrel Roll Jump through the G. The available landing spot is fairly small, so time your jump carefully.

STAGE 6-6:
CLIFFSIDE SLIDE

STAGE BASICS

This stage contains fast -snow that eventually buries most of the platforms scattered through each area. As you search for troublesome enemies and useful items, move quickly to ensure that you utilize nearby footholds while they're available.

When you reach the large flower at point 1, turn around and Roll Attack through the enemy to the left.



Continue under the platform to reveal a hidden Puzzle Piece.

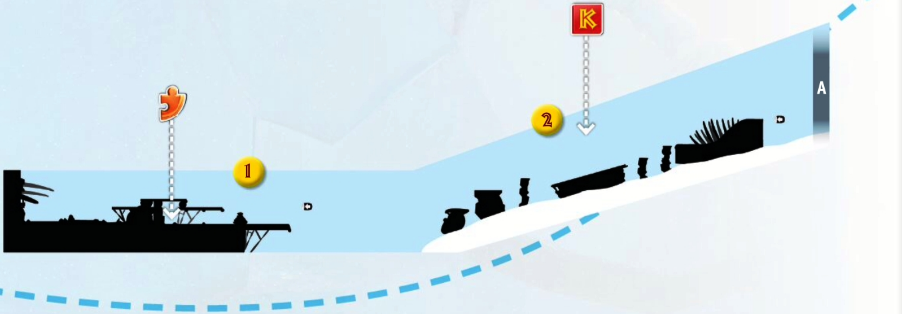
The first KONG Letter floats at point 2. Bop one of the nearby enemies and bounce up to grab the K.

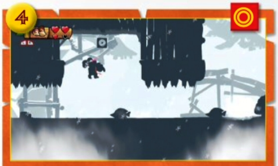
Defeat the Big Sphen at point 3, then step behind the wood panel to the left.

Pluck the revealed handle to free a Puzzle Piece from the platform.

CAUTION

The rickety platform near point 3 crumbles under your weight. Avoid the Big Sphen's projectile attacks to ensure that you reach the ledge before the platform crumbles.

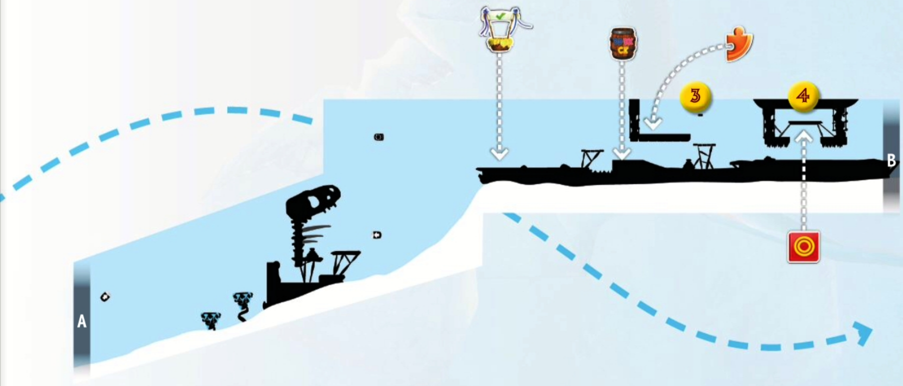


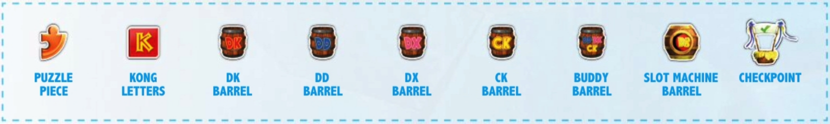


The second KONG Letter is at point 4. Move to the right until the nearby Big Sphen attacks, then move back under the O. Bop one of the Big Sphen's fish and bounce up to collect the KONG Letter.

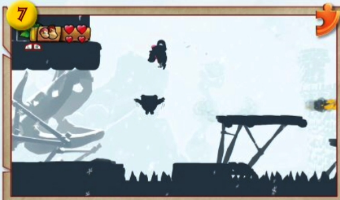
After you leap to the spring-loaded flower at point 5, bounce back to the left to find a large flower hidden above the main path.

After you land, hurry over to the large flower and perform a Ground Pound. Collect the revealed Puzzle Piece, then turn around and hurry back to the main path.





The third KONG Letter hovers at point 6. Swing over to the nearby Puffton, then bop the enemy and collect the N as you wait for the next vine to swing toward you.



Slip under the Hot Hootz at point 7, then jump up to the nearby Buddy Barrel. Select your desired partner and wait for the enemy to attack. When it does, hop over the incoming projectile, bop the Hot Hootz, and bounce behind the wooden panel to the left.

The wooden panel rises up to reveal a ledge. After you land, stand near the large flower and perform a Ground Pound to free the Puzzle Piece trapped within it.

When you reach the large flower at point 8, perform a Ground Pound to free the Puzzle Piece trapped within it. Move quickly to ensure that you collect this item before the platform crumbles.

The last KONG Letter is drifting at point 9. Bop the nearby Archy, then bounce up and grab the G. Move quickly to ensure that you reach the available Barrel Cannon before the platforms collapse.

When you reach the grassy surface at point 10 climb up to the nearby Lemmington and perform a Ground Pound to clear the enemy from your path. The entire structure crumbles within a few seconds, so move quickly to ensure that you're able to reach the nearby platform as soon as it rotates into position.

STAGE 6-7: FROZEN FRENZY

STAGE BASICS

As you progress through this stage, you'll find electrical hazards scattered throughout each area. It's easy enough to identify any electrical currents blocking your path, but keep an eye out for the glimmering contacts attached to many of the map's vines and platforms—if one of these contacts reaches a power source, a surge of electricity runs through the attached foothold.

TIP

This map contains a single Buddy Barrel. If you plan on using the map's secret exit, avoid selecting Diddy Kong as your partner. You'll need Dixie Kong's Helicopter Spin or Cranky Kong's Cane Bounce to reach the blue portal near the end of the stage.

1

Before you can leave the starting area, you must move the platforms above the DK plate. Ground Pound the large flower to the right and use the revealed Barrel Cannon to launch yourself into the background. Hop up and cling to the short vine at point 1, then launch yourself back to the main path.

2

Stand on the exposed DK plate and use a Roll Attack to reach the Puzzle Piece to the left. The ice below the Puzzle Piece crumbles under your weight. As soon as you collect this item, jump back up to the main path. When you're ready, hit the DK plate with a series of Ground Pounds to clear the path to the right.

3

The first KONG Letter is floating at point 3. Bop the nearby Hootz and bounce through the K on your way to the map's only Buddy Barrel.

4

Ground Pound the loose panel at point 4 to drop into a bonus room.

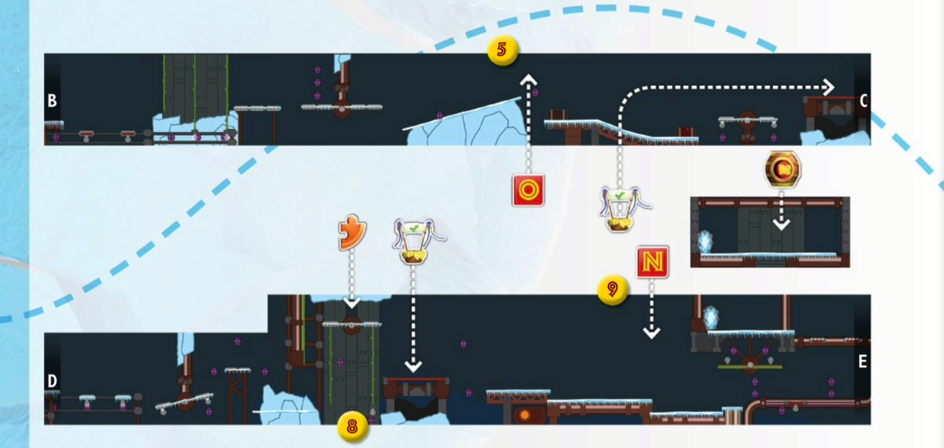
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the top of the area.

The second KONG Letter hovers at point 5. Time your approach so that you jump through the O as the nearby electrical current moves toward the bottom of the area.

Collect all of the bananas near point 6 to reveal a Puzzle Piece above the Walnut on the next platform. As you do, time your jumps to avoid the electrical surges that run through the platform, as well as the electrical current sweeping through the the area above you.

As you approach the gap at point 7, look for partially hidden Barrel Cannon at the bottom of the area. Drop into the Barrel Cannon to launch yourself into a bonus room.

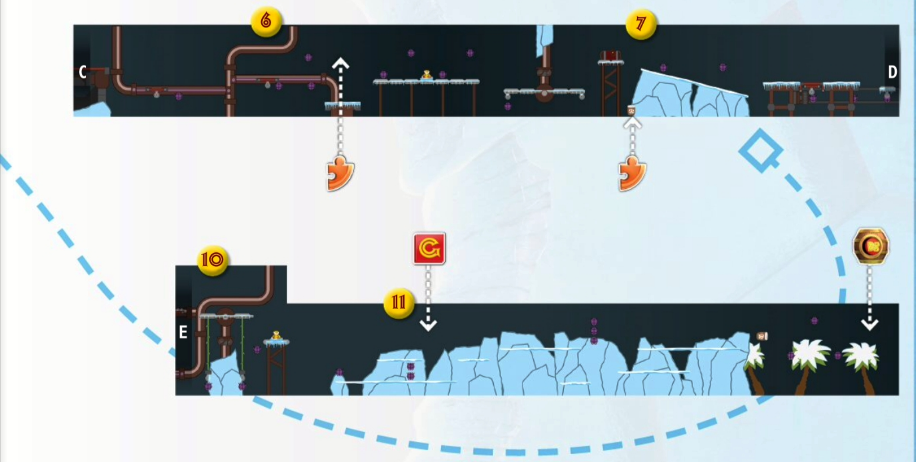
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the bottom of the area.



Hurry across the vines at point 8 and trigger the nearby checkpoint, then turn back to search for a hidden Puzzle Piece. Make a running leap to the vine hanging from the left side of the tilting platform, then hop over to the nearby grassy surface.

Climb up to the hidden area above the vines and collect the exposed Puzzle Piece.

The third KONG Letter is at point 9. Bop the Waldough patrolling the area, then bounce up and bop the nearby Hootz. Bounce up and collect the N before you drop back to the ground.



To find the map's secret exit, use Dixie Kong's Helicopter Spin or Cranky Kong's Cane Bounce to jump onto the tilting platform at point 10, then move toward the small spike-covered platforms to the left.

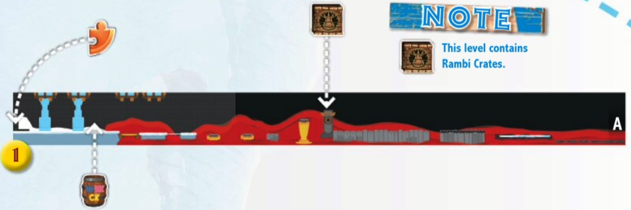
If Dixie Kong is your active partner, Barrel Roll Jump over the spikes and use her Helicopter Spin to reach the blue portal to the left. If Cranky Kong is your active partner, simply Cane Bounce along the spike-covered platforms. Once you're safely past the spikes, head through the portal and strike the secret Slot Machine Barrel to unlock stage 6-A: Dynamite Dash.

The last KONG Letter is drifting at point 11. Bop the nearby Painguin Tucks and bounce through the G on your way through the area.

STAGE 6-8:
MELTDOWN MAYHEM

STAGE BASICS

The bulk of your time in this stage will be spent atop Rambi the Rhinoceros. Rambi can smash through most obstacles with ease, but some of the columns you'll encounter are particularly durable. Strike the wooden shields mounted on tougher obstacles to clear them from your path. Most of the available platforms are only in place for a short time. Whenever possible, perform a series of charge attacks to maintain a high-speed run.



NOTE

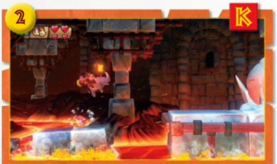
This level contains Rambi Crates.

TIP

Select Dixie Kong from the map's Buddy Barrel. Her Helicopter Spin makes it much easier to reach collectible items and recover from mistimed jumps.

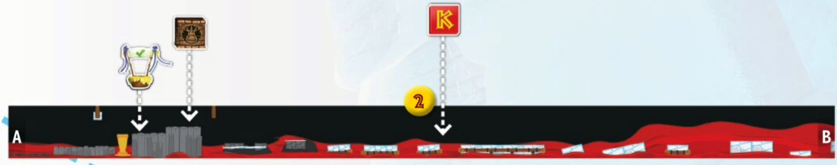
When you first enter the stage, there's a large door to the left of your starting location. Follow the path to the right to find a DK plate near the map's only Buddy Barrel. Stand on the DK plate and perform a series of Ground Pounds to destroy the nearby obstacles. Before you continue along the main path, however, return to point 1 and enter the now-accessible bonus room.

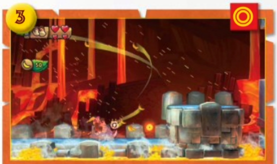
Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.



The first KONG Letter hovers at point 2. It's much easier to collect this item if you have Dixie Kong as your active partner. Simply bop the nearby Tucks and use a Helicopter Spin to ensure that you reach the K.

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT

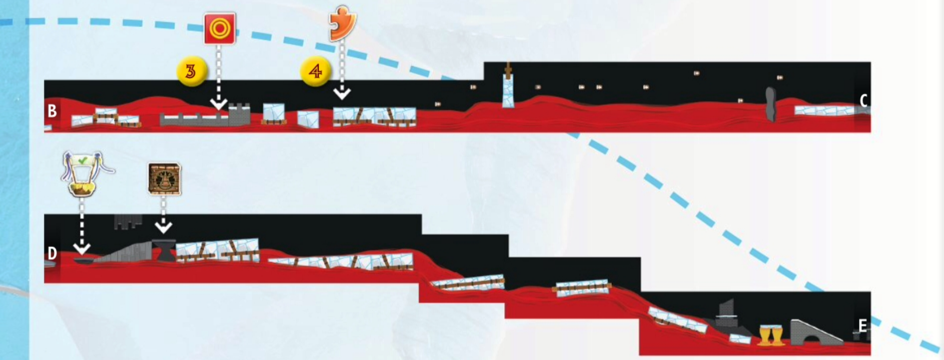




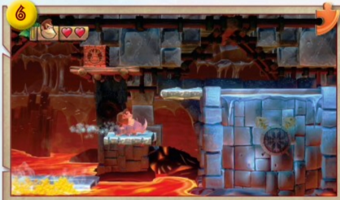
The second KONG Letter is at point 3. Charge toward the O to ensure that you collect it before the platform sinks into the lava.

Smashing through the obstacles at point 4 releases a cluster of bananas.

Hop to the next platform and collect all of the available bananas before they vanish. If you succeed, a Puzzle Piece appears near the blocks to the right.



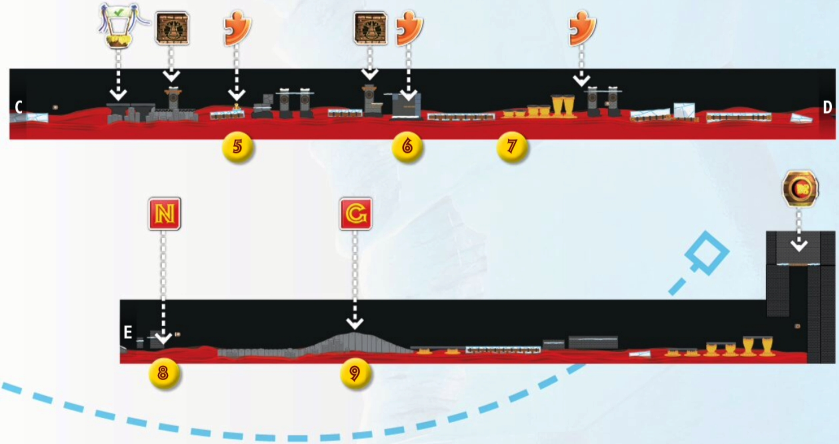
After you smash through the column at point 5, stop and Ground Pound the large flower to launch a Puzzle Piece into the air. Jump up through the Puzzle Piece and over to the next foothold. You must move very quickly to accomplish this task before the platform sinks into the lava.



As you approach point 6, hop behind the wall of ice blocks to reveal a hidden area below the main path.

After the wall drops out of view, jump up along the platforms above you to collect the exposed Puzzle Piece and then return to the main path.

ISLAND 6: DONKEY KONG ISLAND



7

As you approach point 7, you must knock a snowball across the lava's surface to create some temporary platforms. Hop onto the first of these platforms and wait for them to rise into the air. When they do, move quickly to collect all of the bananas and banana coins floating above the main path.

If you manage to collect all of the items in the area, a Puzzle Piece appears to the right. Jump through the Puzzle Piece to collect it on your way to the next platform.

8

The third KONG Letter is floating at point 8. Stop above the N and wait for the platform to crumble. When it does, drop through the KONG Letter, bop the Hootz below you, and bounce into the Barrel Cannon to the right.

CAUTION

You must wait for the nearby barrier to drop out of your path, but make sure you launch yourself out of the Barrel Cannon before the incoming lava wave reaches you.

9

The last KONG Letter floats at point 9. Jump up and collect the G as you race through the area.

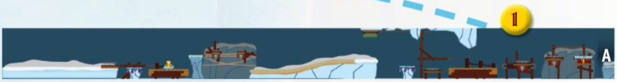
STAGE 6-A: DYNAMITE DASH

NOTE

To unlock this map, you must find and use the secret exit located in stage 6-7: Frozen Frenzy.

STAGE BASICS

As you move through this stage, you'll find bundles of dynamite rigged to platforms, Barrel Cannons, and large sections of the environment. Each of the pressure plates you encounter is linked to at least one explosive. When you trigger one of these switches, look for any warning lights or burning fuses that indicate when and where the impending explosions will occur.

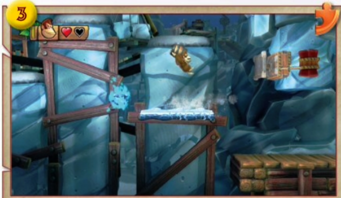


When you reach point 1, you must jump along a series of exploding platforms. As you do, make sure you collect all of the available bananas and banana coins.

If you manage to collect all of the required items, a Puzzle Piece appears in the path ahead of you.

The first KONG Letter is floating at point 2. Time your jumps to collect the K as you move along the exploding platforms.

ISLAND 6: DONKEY KONG ISLAND



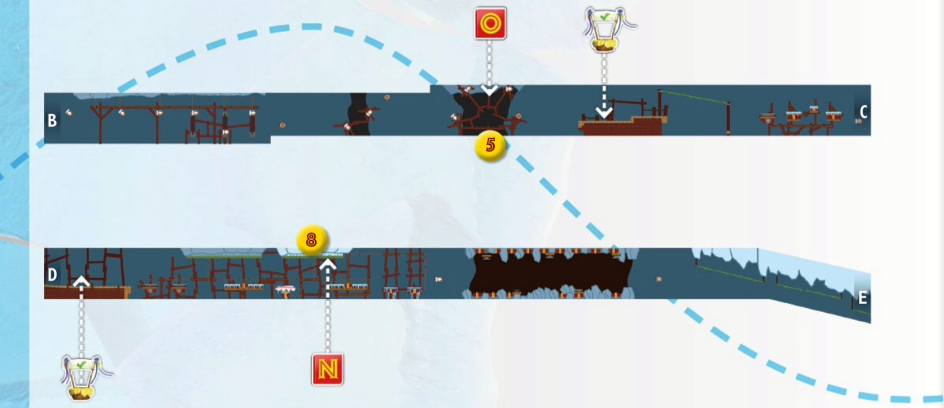
When you reach the Normal Barrel at point 3, grab it and hop up to the nearby platform. Toss the Normal Barrel into the pressure plate to the right, then jump back down to the wooden platform. The explosion releases a cluster of bananas. Collect all of these items before they vanish to earn a small bunch of bananas. Grab that item to reveal a trail of bananas to the left. Move to the edge of the wooden platform and jump through the trail of bananas to find a secret Barrel Cannon hidden below the main path.

Use the Barrel Cannon to launch yourself into a bonus room. Once you enter this room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

TIP

Before you grab the Normal Barrel at point 3, move to the right and trigger the nearby checkpoint.

Cling to the large wheel and move along its grassy surface. Collect all four of the nearby bananas to reveal a Puzzle Piece. Wait for the available platform to approach, then drop through the Puzzle Piece and hurry to the next area.



The second KONG Letter hovers at point 5. After you reach the nearby Barrel Cannon, use it to launch yourself through the O.

CAUTION

Make sure you launch yourself through the KONG Letter as soon as it's in position—you only have a short time before the Barrel Cannon explodes.

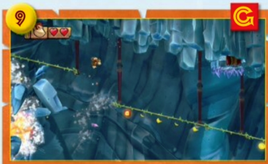
Hop onto the cracked ice at point 6 and perform a series of Ground Pounds. After you destroy the ice, Ground Pound the loose panel beneath you to drop into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

When you reach the platform at point 7, stay put until the dynamite above you explodes. When it does, a large chunk of ice drops down to create a platform near the large wood panel to the right.

Hop onto the ice and move behind the wood panel to reveal a hidden area. Before you head back up to the main path, pluck the handle on the floor to reveal a Puzzle Piece.

The third KONG Letter is floating at point 8. Move along the length of the grassy surface to collect the N before you drop down to the nearby platform.



The last KONG Letter is floating at point 9. When you transition between the zip-lines, time your jump so that you're able to collect the G just after you cross the gap.

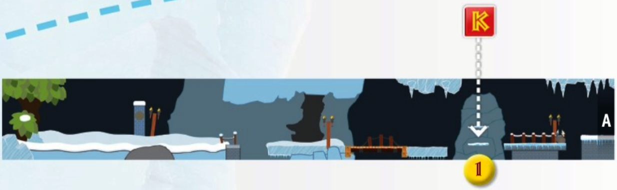
STAGE 6-B:
ICICLE ARSENAL

NOTE

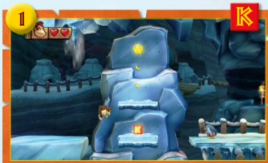
To unlock this map, you must first unlock and complete stage 6-A: Dynamite Dash.

STAGE BASICS

As you move through each area, keep an eye out for falling icicles and crumbling scenery. Be particularly careful around any Barrel Cannons that might be located near these hazards. Make sure you pluck all of the available handles, and use Roll Attacks to clear some of the particularly stubborn barriers from your path.



1



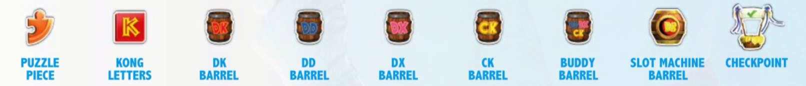
The first KONG Letter is at point 1. Hop onto the platform above the K and drop down to collect it, or simply hop along the lower platform to grab the KONG Letter on your way to the next ledge.

2

Defeat the Lemmington at point 2, then follow the grass to the left.

Ground Pound the large flower hidden above the main path to reveal a Puzzle Piece.

ISLAND 6: DONKEY KONG ISLAND



Grab the Buddy Barrel at point 3 and toss it into the nearby sandbag.

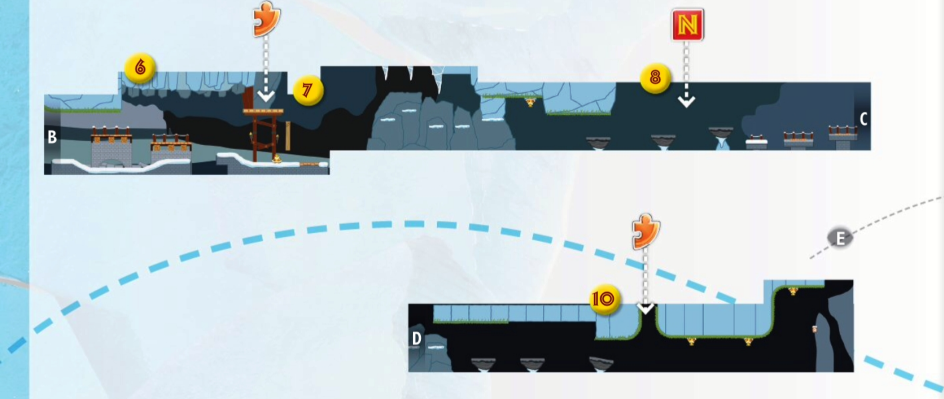
When you destroy the sandbag, it releases a cluster of bananas. Hop over and collect all of the bananas to reveal a Puzzle Piece.

CAUTION

As you collect these bananas, keep an eye out for incoming Archy projectiles.

Defeat the Fish Poker Pops at point 4, then pluck the handle on the ground to reveal a Puzzle Piece.

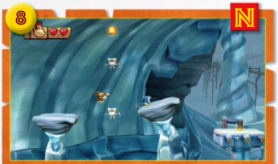
When you reach the Barrel Cannon at point 5, a KONG Letter appears to the right. Wait for the O to move into position, then launch yourself through the KONG Letter and over to the next ledge.



There are two blocks of cracked ice at point 6. Smash both of these objects to lower the nearby platforms, then jump up to the grassy surface running along the ceiling. Follow the grass to the left and use the secret Barrel Cannon at the end of the path to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed, a Puzzle Piece appears near the center of the area.

Pluck the handle at point 7 to raise the available platform into position. Before you bop the enemies to the right, hop over to the wooden panel to the left. When you do, the panel slides out of view to reveal a hidden Puzzle Piece.



The third KONG Letter hovers above the Hootzes at point 8. You must approach the KONG Letter from the right, so bop the lower Hootz and bounce to over to the Tucks on the next platform.

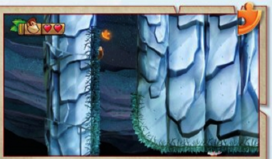
Watch the Hootz as it flies up and down. As the enemy approaches the bottom of its path, move to the platform's right edge. Roll along the length of the tilted platform and jump up to bop the Hootz. Bounce up to the N, then steer yourself back to the right. With proper timing, you should land safely on the platform.

After you release the steam near point 9, use the raised platforms to reach the grassy surface above the main path. Perform a Ground Pound near the large flower, then use the revealed Barrel Cannon to launch yourself into a bonus room.

Once you enter the bonus room, you have 30 seconds to collect all of the available bananas. If you succeed a Puzzle Piece appears near the center of the area.

The last KONG Letter floats at point 11. The instant you reach the Barrel Cannon just past the KONG Letter, launch yourself into the air and move left to collect the G and return to the previous Barrel Cannon. As soon as you land, continue along the main path to escape the falling chunk of ice.

When you reach the grassy surface at point 10, move to the right and climb up along the edge of the ice as it crumbles.



Keep climbing to remain in the area as the ice falls out of the map. After you collect the Puzzle Piece, jump over to the grassy surface on the ice to the right and continue along the main path.

STAGE 6-BOSS: VOLCANO DOME

THE APPROACH

To complete this stage, you must defeat Lord Fredrik, the Snowmad King. Select a partner from the available Buddy Barrel, then follow the path to the right to confront this giant walrus.

TIP

Dixie Kong's Helicopter Spin comes in very handy toward the end of this battle. Select her from the available Buddy Barrel, and try to keep her healthy for the duration of the encounter.

PHASE 1

When the battle starts, Lord Fredrik, the Snowmad King jumps to the large platform near his throne and uses a giant horn to launch a series of frozen minions into the air. Watch the top of the screen for the falling ice chips that indicate the location of each projectile.

Stand in one of the available gaps and wait for the frozen minions to come crashing down around you. After the ice shatters, three of the freed enemies begin patrolling your platform.

Bop the nearest Tuff Tucks and grab the dazed enemy. Align yourself with Lord Fredrik, the Snowmad King and toss the Tuff Tucks at him. Lord Fredrik shuffles back and forth along his platform, so you must time your throw properly. Try to hit him just as he changes direction, while he's leaning to one side, or when he stops to adjust his helmet. If your first throw misses, bop the nearest enemy and make another attempt. A successful attack won't damage Lord Fredrik, but it will draw him over to your platform.

When you hit Lord Fredrik, the Snowmad King with a thrown enemy, he leaps onto your platform to begin his charge attack. Stand near the center of the platform and wait for him to run toward you, then jump up and bop his shoulders to deal a bit of damage.

TIP

After you hit Lord Fredrik, try to Roll Attack through any remaining minions. Your effort may be rewarded with useful items.

During the battle's first phase, Lord Fredrik, the Snowmad King makes three passes during each charge attack, so try to bop him each time he runs across the platform.

You must bop Lord Fredrik, the Snowmad King three times to trigger the battle's second phase. If you fail to accomplish this task during his first charge attack, be prepared to dodge Lord Fredrik's basic slam attack. After he leaps into the air, the Snowmad King performs a series of quickly slams. Each time he jumps, move to a different section of the platform to avoid the incoming attack.

Each time Lord Fredrik springs into the air, the force of his jump drives one of the platform segments into the lava. As he continues his slam attack, try to lure him away from submerged platforms—this helps to ensure that you have enough room to dodge out from under each slam. Stay healthy until he returns to his platform, then use the established tactics to bait him into performing another charge attack. Bop the Snowmad King three times to begin the battle's next phase.

PHASE 2

After Lord Fredrik, the Snowmad King throws his first temper tantrum, he performs a basic slam attack. Use the established tactics to keep yourself healthy until he returns to his platform.

During this phase of the battle, Lord Fredrik utilizes two distinct projectile attacks. In addition to launching frozen minions into the air, he can use his horn to send dragon-shaped ice projectiles crashing down onto your platform. After these ice dragons fly out of his horn, watch the top of your screen. Each time you see a burst of ice chips, move away to avoid the incoming dragon.

PHASE 2 (CONTINUED)

Each time an ice dragon crashes down, it coats one of your platform segments in ice. As you evade these attacks, adjust your speed to account for sudden changes in traction.

When Lord Fredrik, the Snowmad King launches his frozen minions, use the same tactics employed during the first phase: avoid the incoming projectiles, bop one of the available enemies, then throw it at Lord Fredrik to draw him back to your platform.

TIP

During the battle's second phase, Lord Fredrik utilizes a new frozen minion. Instead of three Tuff Tucks, the shattered ice balls reveal two Tuff Tucks and a Tuff Fluff. Hopping Tuff Fluffs are a bit harder to avoid, so try to bop these enemies as soon as they appear.

When Lord Fredrik, the Snowmad King begins his charge attack, stand near the center of the platform and wait for him to approach. Bop his shoulders as he passes under you, and prepare yourself for his next pass. After you bop him three times, he becomes enraged and begins the battle's final phase.

PHASE 3

During the third and final phase, Lord Fredrik, the Snowmad King introduces two new attacks. When Lord Fredrik leaps into the air and twirls around, it indicates that he's about to perform a heavy slam attack. As he twirls through the air, dash in the opposite direction to get clear of his intended landing spot.

When Lord Fredrik lands, the five remaining platform segments are launched into the air. Stay near the center of these segments and watch the pillars of lava holding them in place.

After a moment, the pillars of lava begin to vanish. The order in which they do indicates the order in which the platform segments are about to drop. Determine which platform segment will be the last to fall, then move to that position.

Stay put and watch the platform segments drop back down. After each segment lands, it takes about a second for it to float back up to the lava's surface. This means that the platform segments reappear in the same order in which they fell. When the last remaining platform segment begins to fall, jump to one of the segments emerging from the lava.

TIP

Dixie Kong's Helicopter Spin makes it much easier to deal with Lord Fredrik's heavy slams. If this ability isn't available to you, use Barrel Roll Jumps to reach distant platform segments.

If Lord Fredrik, the Snowmad King produces his horn while he's standing on your platform, it indicates a new ice dragon attack. Move away from him and dodge the projectiles as they approach. If an ice dragon's wings are raised, duck under the projectile; if a dragon's wings are lowered, jump over the projectile.

While Lord Fredrik is near his throne, he utilizes the same basic attacks you encountered during the battle's first two phases. Avoid any ice dragons or frozen minions that come crashing down on your platform, then bop the first available enemy and throw it back at the Snowmad King.

NOTE

During the battle's last phase, Lord Fredrik adds a second Tuff Fluff to each group of frozen minions.

During the battle's last phase, Lord Fredrik, the Snowmad King utilizes a much faster charge attack. There are two basic methods of counteracting this increase in speed: You must either jump up while he's relatively far away, or you can turn around and run ahead of him for a few steps, then jump up as he gets close. Either way, you must time your jump so that you bop his shoulders when you land.

NOTE

Toward the end of the battle, Lord Fredrik, the Snowmad King sometimes abandons his charge attack before making three passes. If this happens (or if you simply miss a chance to bop him), just focus on staying healthy until he performs another charge.

Avoid his attacks and bop the Snowmad King's shoulders three times to trigger the encounter's finale. Follow the on-screen prompts to end the battle with a punishing melee combo. After you complete stage 6-Boss: Volcano Dome, the game's closing cinematic plays.

Stage 6-K: Slippy Spikes

NOTE

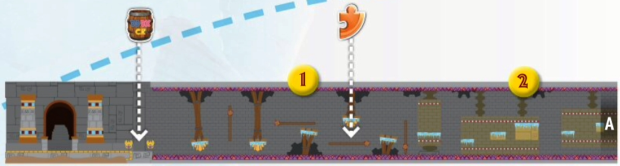
To unlock this stage, you must collect all of this island's available KONG Letters.

TIP

Select Dixie Kong from the map's Buddy Barrel. All three of the available partners can be useful, but Dixie Kong's Helicopter Spin is especially helpful.

STAGE BASICS

This stage contains a challenging mix of iced platforms and spiked hazards. As you jump between the available footholds, take care to avoid sliding into nearby hazards. Most of the map's platforms are sturdy, however, so you'll have plenty of opportunities to identify possible paths before you go charging into danger.



When you reach the platform at point 1, jump over the approaching spiked hazard and wait for the platform to tilt toward the Puzzle Piece to the right.

When you're within range, leap toward the Puzzle Piece, then use Dixie Kong's Helicopter Spin to carry yourself through the collectible item. If you time this maneuver properly, the platform to the right should tilt toward you just in time to ensure a safe landing.

When you reach the platform at point 2, pull the available handle just long enough to stop your momentum, then duck to avoid the spikes on the ceiling as the platform rises up. Wait until the platform drops back down before you take the time to rip the handle loose.

Pluck the handle at point 3 to reveal a Puzzle Piece in the gap to the right. Duck and wait for the platform to rise up and drop back down to its lowered position, then grab the Puzzle Piece as you hop to the nearby ramp.

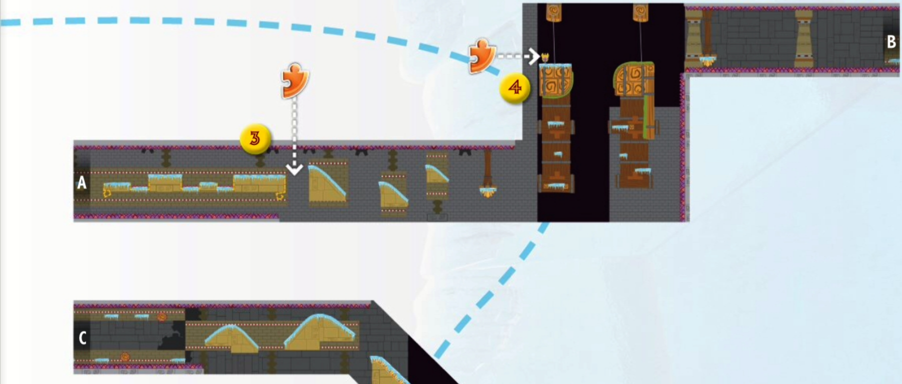
As you climb up to point 4, look for the container on the ledge above you. Wait for the platform to the right to swing into range, then jump over and cling to its grassy surface.

Climb to the top of the platform, then leap back over to the container at point 4. Perform a Ground Pound to free a cluster of bananas from the container, then collect all of the bananas before they vanish to reveal a Puzzle Piece.

ISLAND 6: DONKEY KONG ISLAND

Jump over the gap at point 5 to follow the upper path through the area. As you do, collect all of the bananas scattered across the platform.

After you collect the bananas from the upper path, more bananas appear on the platforms to the right. As you move along each structure's grassy exterior, collect all of the available bananas to reveal a Puzzle Piece near the circular platform.



When you slide down the large slope near the end of the stage, look for the Puzzle Piece floating at point 6. You must hop over the spikes that appear in your path, but make sure you're in position to jump through the Puzzle Piece as you move into range. If you're having trouble timing your jumps, use Dixie Kong's Helicopter Spin to make a few midair adjustments.

PUZZLE PIECE | KONG LETTERS | DK BARREL | DD BARREL | DX BARREL | CK BARREL | BUDDY BARREL | SLOT MACHINE BARREL | CHECKPOINT | MYSTERIOUS RELIC

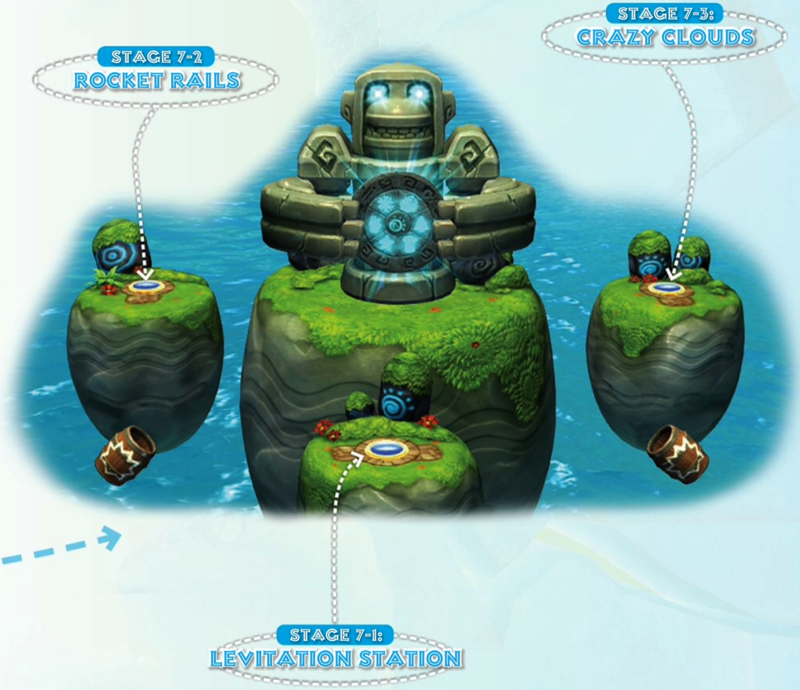
ISLAND 7: SECRET SECLUSION

ISLAND STAGES

NUMBER	NAME	PUZZLE PIECES	SECRET EXIT?
7-1	Levitation Station	5	No
7-2	Rocket Rails	5	No
7-3	Crazy Clouds	5	No

NOTE

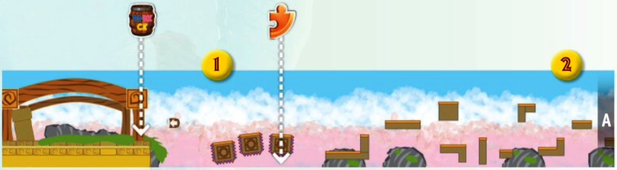
Before you can access this island, you must collect all six of the mysterious relics scattered throughout the game. If you haven't already done this, revisit completed islands to unlock and defeat any remaining temple stages.


STAGE 7-2
ROCKET RAILS
STAGE 7-3:
CRAZY CLOUDS
STAGE 7-1:
LEVITATION STATION

STAGE 7-1:
LEVITATION STATION

STAGE BASICS

To reach the end of this stage, you must jump along a series of moving platforms. Most of these footholds are only in position for a few seconds, so it's usually best to keep moving. Watch the path ahead of you to determine exactly when a distant platform might move into range. Dixie Kong's Helicopter Spin is particularly useful in this stage, so make sure you select her from the available Buddy Barrel.



1

When you reach the cube-shaped platforms at point 1, look for the Puzzle Piece that appears below the main path.

Wait on the first cube until it begins to drop out of the area, then Barrel Roll Jump through the Puzzle Piece. If you time it properly, the third cube should rise up just in time to catch you.

2

When you reach point 2, use Dixie Kong's Helicopter Spin to reach the small platform above the main path.

Barrel Roll Jump from the platform's right edge, then bop the nearby Hootz and bounce over to collect the Puzzle Piece from the next platform.

3

As you approach point 3, one of the columns in the background shifts to create a square platform. After you land, jump up and collect the bananas circling around you.

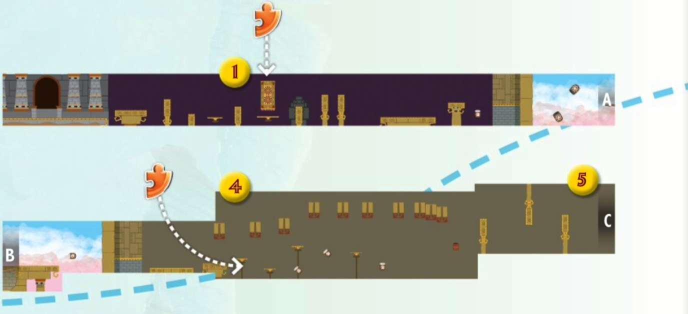
When the next platform moves into position, hop over and collect the bananas that circle around you. If you collect all of the area's available bananas, a Puzzle Piece appears to the right. Wait for the next platform to appear, then collect the Puzzle Piece as you hop across the gap.

When you reach point 4, a banana coin floats up from the bottom of the screen. Wait until it moves into range, then jump through the banana coin and land on the debris to the right.

As you move up along the falling debris, watch the bottom of the screen for additional banana coins and time your jumps to grab each of them. Collect all four banana coins to reveal a Puzzle Piece near the Barrel Cannon at the top of the area.

The map's last Puzzle Piece appears as you approach point 5. Bop the nearby Puffton, then grab the Puzzle Piece as you bounce over to the next enemy.

STAGE 7-2:
ROCKET RAILS



STAGE BASICS

This stage contains some varied environments, so you must adjust your tactics accordingly. Toward the start of the map, you'll have plenty of time to determine the best path through the area. The bulk of the stage, however, requires you to make split-second decisions. When you're racing along Mine Cart tracks, hopping between collapsing platforms, piloting a Rocket Barrel, or bopping enemies, pay close attention to the path ahead of you.

1

Instead of passing below the spikes at point 1, stand on the platform to the left and wait for them to drop. As they do, jump up and collect the Puzzle Piece from the platform above the spikes.

2

As you approach the gap at point 2, duck to avoid the hovering enemy and then allow the Mine Cart to roll right of the end of the track. Drop down to grab the Puzzle Piece, then bop the nearby enemy and bounce up to the next track segment.

ISLAND 7: SECRET SECLUSION

3

After you crash into the water at point 3, jump onto the platform to the left. Stand near the container and perform a Ground Pound to reveal a Puzzle Piece.

4

When you spot the Puzzle Piece at point 4, stop and watch the large blocks as they fall through the area.

As the block to the right of the Puzzle Piece crosses your path, Barrel Roll Jump through the Puzzle Piece and onto the next platform. As soon as you land, perform another Barrel Roll Jump to reach the nearby Barrel Cannon before the platform collapses.

5

When you reach point 5, slip between the circling Blue Hootzes and fly into the banana trail to the right.

Guide the Rocket Barrel through all of the available bananas, then fly to the top of the screen to collect the revealed Puzzle Piece.

STAGE 7-3: CRAZY CLOUDS

STAGE BASICS

To reach the end of this stage, you must negotiate some fairly precarious footholds. Be wary of platforms attached to propellers or resting on clouds—these platforms can only support your weight for a short time. Agitated clouds, on the other hand, can lift you into the air. Use these pockets of rising vapor to reach distant platforms or items. Toward the end of the stage, you'll encounter some rocket-propelled platforms. Jump and duck to avoid any obstacles in your path, and be prepared to abandon each platform as its rocket explodes.

1

As you approach the large cloud at point 1, look for the trail of bananas floating in the vapor. Jump through the first banana, then adjust your position to follow the trail as the cloud carries you to the top of the area.

If you collect all of the bananas from the cloud, a Puzzle Piece appears above the next platform.

2

When you reach the platform at point 2, look for the Hot Hootzes floating to the right. Barrel Roll Jump onto the nearest Hot Hootz, bop the enemy, and then drop through the Puzzle Piece and bop the Puffton below you.

ISLAND 7: SECRET SECLUSION

As you approach point 3, the cloud supporting your platform vanishes. Just before this happens, Barrel Roll Jump through the small gap just above the Hootz to the right.

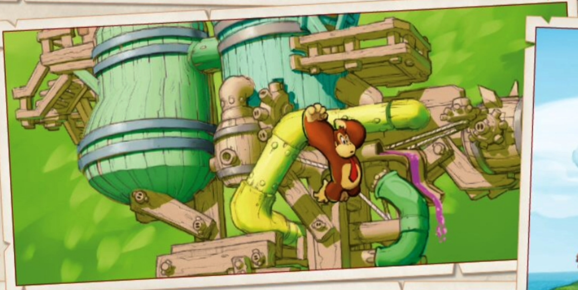
After you land, perform a Ground Pound to release a cluster of bananas from the nearby container. Collect all of the bananas before they vanish to reveal a Puzzle Piece.

When you reach the container at point 4, perform a Ground Pound to reveal a Puzzle Piece. Move quickly to grab the Puzzle Piece; abandon the platform before it drops out of the area.

As you ride the rocket-propelled platforms toward the end of the map, look for the Puzzle Piece floating at point 5. Duck to avoid the nearby spikes, then pop up just long enough to collect the Puzzle Piece. Once you have the item, duck back down to slip under the next set of spikes.

CONCEPT ART

All of the fantastic art seen here can also be viewed in ***Donkey Kong Country Tropical Freeze*** by collecting puzzle pieces throughout the game.



THE TIMELINE

DONKEY KONG: FROM THEN TO NOW

Donkey Kong has gone through some major changes over the past few decades, from eight-bit graphics to three-dimensional pre-rendered sprites and finally to high-definition graphics. Donkey Kong has been a barrel tossing villain, a hero and family leader, a bongo player, and even a Kart driver. As old as everyone's favorite Kong is, he continues to branch out in revolutionary ways. As Donkey Kong was one of the first characters to grace the video-game culture, a timeline is clearly in order. This timeline does not start from the beginning, however, but from the start of Donkey Kong as he is seen today.

DONKEY KONG COUNTRY™

Release Date: November 21, 1994
Game Console: Super NES™

Donkey Kong Country is not only responsible for bringing Donkey Kong back to the land of the living, it also skyrocketed the franchise into superstardom. RareWare grasped the helm in the early 1990s, and Donkey Kong Country became the first game to use pre-rendered sprites, which revolutionized console graphics at the time. This is what gave Donkey Kong and his world a three-dimensional cosmetic makeover. The detailed graphics were created with very costly Silicon Graphics' 3D graphic models, which were then compressed for the two-dimensional Super Nintendo Entertainment System™ (SNES). No one was implementing detailed graphics comparable to what RareWare was achieving, which set the bar for the future of gaming animation. The title received rave reviews and sold eight million units, spawning two additional titles. With the introduction of Donkey Kong's best friend, Diddy Kong, along with ***Donkey Kong Country***'s stellar soundtrack, this revival remains one of the greatest video games of all time.

DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST™

Release Date: November 20, 1995
Game Console: Super NES™

It is quite difficult to follow up a ground-breaking game like *Donkey Kong Country*—to keep the game fresh without alienating the fans of the first title. ***Donkey Kong Country 2: Diddy's Kong Quest*** pulled it off. RareWare continued at the helm of this series and in the end created a sequel that had improved graphics, a slew of extra enemies and supporting characters, and far more challenging levels. It was the first Donkey Kong title to not include DK as a playable character, but Diddy and the newly introduced Dixie Kong became a platforming powerhouse duo. Donkey Kong's controls in ***Donkey Kong Country*** had been noticeably less responsive than Diddy's (rightfully so, since he weighs a metric ton), so having two lightweight characters with tight controls (along with Dixie's helpful helicopter ponytail) led to this game becoming a massive hit. The title sold 4.37 million units and is still praised today for its incredible soundtrack.

DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE™

Release Date: November 22, 1996
Game Console: Super NES™

The third installment of the *Donkey Kong Country* series was definitely a far more challenging game than its predecessors. Both Donkey Kong and Diddy Kong are captured in this installment, leaving Dixie Kong to take the reins with her younger cousin, Kiddy Kong. Dixie Kong remains a great playable character, but Kiddy Kong is the weakest link in the series. Kiddy became comparable to DK, with his weighty controls, except for the baby's featured move which allowed Kiddy to bounce on water to reach other areas. That being said, the game was perfectly challenging without coming off as cheap, the music was memorable, and the animation was better than ever. This third installment was actually the first game to implement Dixie Kong running on top of a somersaulting Kiddy Kong, which later appears in ***Donkey Kong Country Returns*** as a partner move between DK and Diddy. Likewise, ***Donkey Kong Country 3*** is technically the first game to make Cranky Kong a playable character, in Cranky's Dojo. While this title has some missteps, it still became a great installment that echoed some retro and nowtro gaming characteristics.

DONKEY KONG 64™

Release Date: November 24, 1999
Game Console: Nintendo 64™

RareWare's next title released on the Nintendo 64 gaming console went in the most logical direction, as well as the most ambitious. It is packed to the brim with large quests, tight platforming controls, tons of mini-games, constant exploration and discovery, and five different playable characters. This game was a masterpiece for its time, and as far as platformers go, it was massive in scope while including some very Zelda-like characteristics. For example, as in ***The Legend of Zelda™: Ocarina of Time™***, certain pathways cannot be opened unless you have first gained new abilities or special items. This game has incredible replay value and remains a major game in the ever-growing series.

1997

1999

2004

DIDDY KONG RACING™

Release Date: November 24, 1997
Game Console: Nintendo 64™

This was the fourth installment of the Donkey Kong series by RareWare, and it incorporated characters from the Donkey Kong universe in a game for the Nintendo 64 gaming console. Incredibly enough, in the two weeks before the Christmas of 1997, ***Diddy Kong Racing*** sold an astonishing 800,000 units, which at the time made it the fastest-selling video game of all time, according to the ***Guinness Book of Records***. This newest Donkey Kong title would be remade for the Nintendo DS™ in 2007 and called ***Diddy Kong™ Racing DS***.

DONKEY KONGA™

Release Date: September 27, 2004
Game Console: GameCube™

Donkey Konga was the very first Donkey Kong title for the GameCube system and also the very first Donkey Kong game to abandon its platforming roots in favor of a more rhythm-based one. Namco takes the reins, and this is the first game to use the bongo peripherals. ***Donkey Konga*** includes 30-plus songs to play along with, from Nintendo classics to pop-culture music from that time period and before. You have the option to play solo or cooperatively with up to four players.

DONKEY KONGA™ 2

Release Date: May 9, 2005
Game Console: GameCube™

Round two for ***Donkey Konga*** comes in the form of ***Donkey Konga 2*** and the bongo drum peripheral controls set. Like the first game, this sequel sports 30-plus songs, improved graphics, the introduction of some classic Donkey Kong characters, and some intense mini-games. Strangely enough, ***Donkey Konga 2*** was the first Donkey Kong title to sport a T for Teen rating.

DONKEY KONG™ JUNGLE BEAT™

Release Date: March 14, 2005/May 4, 2009
Game Console: GameCube™/Wii™

While this title was originally released for the GameCube in 2005, it was re-released in the "New Play Control!" series of revamped Nintendo GameCube titles. It was reported that the Wii version included improved graphics, new levels, and modification of older levels. This title uses the bongo drum peripherals like ***Donkey Konga*** before it. This game got an E10+ rating. Some would say the new E10+ rating was created so that games such as Donkey Kong would not suffer a Teen rating but instead only go a half step higher than an E rating.

2005

2007

2009

2010

DONKEY KONG™ BARREL BLAST

Release Date: October 28, 2007
Game Console: Wii™

This entry in the Donkey Kong franchise diverges from the rhythm-style video game and delves into the racing genre. While the GameCube version of the same game was terminated, the Wii version, in addition to being released in the U.S., was released in the U.K. as ***Donkey Kong™ Jet Race*** and in Japan was titled ***Donkey Kong™ Barrel Jet Race***. In the beginning, players were supposed to control their character with the bongo drum controllers. Instead, that control scheme was scrapped in favor of the motion controls with the Wii Remote™ and Nunchuk™. Namco passed the torch to the little known developer Paon; however, the company was unable to create a stable or favorable title. While this game did not receive rave reviews, it has become a cult classic of sorts and remains a memorable racing game for the Wii.

DONKEY KONG COUNTRY™ RETURNS

Release Date: November 21, 2010/May 24, 2013
Game Console: Wii™/Nintendo 3DS™

For the first time in over a decade, a ***Donkey Kong Country***-style entry was created, this time by the talented Retro Studios. This was a reimagining as well as a flashback to the glory days of the ***Donkey Kong Country*** series. DK and Diddy are together again, and in glorious side-scrolling animation. All was not exactly the same, as the producers decided to exchange the old tag-team cooperative gameplay for simultaneous two-player gameplay. The creators intended to induce nostalgia while also introducing an all-new way to play our favorite Kongs. ***Donkey Kong Country Returns*** utilizes three times the number of textures and polygons that Retro's ***Metroid™ Prime 3: Corruption*** had used in a ***single room***! ***Donkey Kong Country Returns*** was praised for its incredible difficulty and was well received in the U.S. and Japan. Over a year after the game was released, the title had sold 4.96 million copies. The success of the Wii version prompted a port of the game to the Nintendo 3DS, which was released on May 24, 2013. With a game so successful, it is no surprise that Retro created a sequel.

DONKEY KONG COUNTRY™: TROPICAL FREEZE

Release Date: February 24, 2014
Game Console: Wii U™

Retro Studios brings it again with the seventh installment of the Donkey Kong series and the very first title in glorious HD graphics for the Wii U console. This title follows the exploits of the Kongs after the Tikis are defeated in ***Donkey Kong Country Returns***. Originally slated for November of 2013, the game's release was delayed to December and finally pushed back to February of 2014. All this served to polish the title to provide the player with a much more seamless and extraordinary experience. In this adventure, DK and Diddy are together again, along with Dixie Kong. To make the country more complete, the old crotchety Kong, Cranky, joins the gang for the first time. The producer from ***Donkey Kong Country Returns***, Kensuke Tanabe, returned after working on ***Super Mario Bros.™ 2***, and he added some similar elements to ***Tropical Freeze***. The A Team of Retro Studios is back with a vengeance, to provide one of the best Donkey Kong adventures of all time.

2013 2014 2020

Donkey Kong Country Tropical Freeze

Prima Official Game Guide

Written by:
Nick von Esmarch & Cory Van Grier

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Product Manager: Jesse Anderson
Project Editor: Shaida Boroumand
Design & Layout: Marc W. Riegel
Copyedit: Deana K. Shields
Maps: Loren Gilliland & Jennifer Stephens

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Email: support@bluemouth.com.au